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Mega POWER

AUGUST 1995
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SAMURAI SHODOWN

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CD GAMES INSIDE:

COBRA SPACE ADVENTURE
THE SMURFS

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★ FULL GUIDES TO DRAGON'S LAIR AND SHADOW OF THE BEAST 2! ★

INSIDE

CONTENTS

PRESS start

This month Mega Power fights back with another bruising beat-'em-up playable demo. This time it's JVC's Samurai Shodown, an excellent coin-op conversion that should keep combat fans very happy indeed.

Inside this issue we take a sneak look at Cobra Space Adventure and paint ourselves blue to review the CD editions of The Smurfs. There's also the final part of our Eternal Champions CD fighting guide, plus full solutions for CD classics Dragon's Lair and Shadow Of The Beast 2. Enjoy.

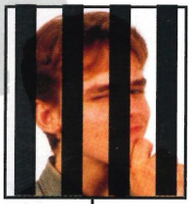
phil king

One thing we didn't realise when we moved into our new offices was that they'd been cleverly designed as some sort of giant sauna. Dripping with sweat, Phil was losing several pounds a day – obviously the porky one couldn't have that, so he went and bought a fan to preserve his weight!

sarah moran

After last month's brief appearance, Adrian Price has vanished into thin air. Before he went though, he wanted to point out that he's not a Tae Kwon-Do second dan as we said last month, just a black belt. Anyway, girl gamer Sarah Moran turned up to take his place – hurrah!

mark pilkington



Yes, our resident prankster Pilky has somehow avoided being sent down for his bizarre car crash on the M25. The magistrates were obviously in a good mood as the lucky blighter got away with a mere fine. Anyway, just for those of you who wanted to see Pilky behind bars, here he is!

Mega POWER

Extra-special thanks to VIDEO GAME CENTRE in Bournemouth (01202 527 314) for supplying our import games.

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Taking on sword-wielding Samurai without any fighting instruction? Come on then if you think yer 'ard enough! Otherwise turn to page 4.

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We slither onto a treasure island to dig up Hudsonsoft's latest point-and-click adventure. Ooh arr, Jim me lad!

Reviews

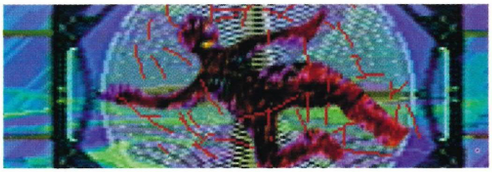
The Smurfs .8

Can you solve the case of the disappearing Smurfs? Do you really want to?! Find out in the special CD version of Infogrames' cute cartoon platformer.

Solutions

Eternal Champions .11

After last month's first instalment, he's the final part of our top *Eternal Champions* guide so you can beat all the other fighters too.



Dragon's Lair 25

Due to popular demand, we've magicked up with full solution to ReadySoft's supertough interactive cartoon. Yes, now you can finish it.

Shadow of the Beast 2 25

Psygnosis's CD conversion is a beast of a challenge that's still got many players stuck – not any more with this fully mapped solution!

Regulars

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Missed some of our earlier issues and cover-mounted disc demos? Order them from the comfort of your deck chair.

MEGA POWER

MP

Samurai Shodown

This month's stomach-slashing, bonce-bruising disc demo puts you face to face with merciless Samurai warriors in JVC's top coin-op conversion. To discover how to slice them up like a tin of Spam, simply turn over the page...

SAMURAI SHODOWN

Disc 17 Info

Mega Power proudly presents a contest of three rounds between two sword-swinging warriors. Your honour is at stake, so prepare to fight to the death in our Samurai Shodown playable demo.

THE DEMO

Previewed in the last issue of Mega Power, we now bring you a playable demo of JVC's bruising beat-'em-up Samurai Shodown. This corking coin-op conversion sees sword-wielding Samurai warriors trying to slice each other in half.

In the finished game you'll be able to select from seven characters, each with unique special moves to discover. Our special demo only allows you to fight as or against two of them – Haohmaru and Jubei – but you get all the moves and gory action in three-round contests against the computer or another player. Have fun discovering the secret special moves, but don't try any of them at home or you could get arrested!

Controls

Your Mega Power instructor hands you a parchment with the following fighting moves on it…

	6-button pad	3-button pad
Weak Punch	X	A
Medium Punch	Y	B
Strong Punch	Z	A+B
Weak Kick	A	C
Medium Kick	B	B+C
Strong Kick	C	A+C

(Note that this demo is identical to the one featured on a previous issue of SegaPro CD.)

OVERSEAS READERS

You can obtain a copy of the Samurai Shodown demo by ordering it directly from Mega Power. Just write a cheque for £4.95 sterling, made payable to Paragon Publishing Ltd, and send it to: Mega Power #24 CD Offer, Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth BH1 2JS.

Alternatively, you can pay by Mastercard/Visa by phoning or faxing your order through… tel: +44 1202 200200; fax: +44 1202 299955.

They said the **future** couldn't be

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PREVIEW

Cobra S Adventu

Pirates, tattoos, lost treasure and lots of babes – sounds like Mark Pilkington's kind of holiday. We sent him packing on Hudsonsoft's adventure with just an inflatable parrot for company...

You can visit almost anywhere in this game – including sleazy bars with topless dancers. Hmmm, I wonder if we could get a closer look...

What a way to go – captured by five badly-drawn computer sprites.

In order to avoid the numerous law-suits that would've been flung at us, we've had to censor the screenshots somewhat. Those white blobs are actually swear words!

Isn't it strange how almost every character you see in computer games looks like someone you know? I used to go to school with this guy!

There aren't many games on the Sega systems which cater for the older audience. *Snatcher* did a fine job when it was released about a year ago now. A strange blend of text and puzzles, it managed to combine Manga-style violence with more than a hint of naughty bits. Mr Twenty-Something Gamer was grinning from ear to ear for about a month – that was until he completed it. Now he doesn't have to go back to playing with hedgehogs as *Cobra: The Space Adventure* offers even more sexy smut of the blatantly non-sophisticated kind.

Using the same point and click interface as *Snatcher*, you follow the action by choosing from a number of on-screen options. These consist of standard RPG choices like Look, Search, Talk, Fight and Open. It's up to you to pick the right option at the right time. *Cobra*'s not too complicated to play once you get the hang of it, and you should be able to get stuck into the adventure pretty quickly.

The game follows the exploits of a guy called Cobra as he battles to solve the mystery of some pirate's buried treasure. He discovers that the pirate fathered triplets who happen to be rather gorgeous young ladies. Being an odd sort of pirate, he tattooed his treasure map on their backs. Unfortunately, you can only find the true whereabouts of this treasure when you line all three daughters up at once, and they're all missing. Guess what you have to do!

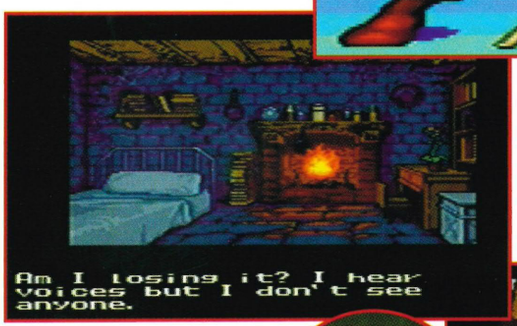
Strangers in the Night

You'll meet plenty of weird people in this game, most of whom will gladly blow your head off given half a chance...

Space re

...ha, ha! They're coming to take you away, ha, ha! (This game also has a karaoke section to it as well)

Waaah! Being bitten in the neck by some blue-skinned, green-haired vampire isn't my idea of fun. What will the fashion police think? Ugleee.



No you dimwit – they're probably standing behind you if anything. Then again, you might be loosing it! Keep an eye out for the men in white coats – they could be here any second!

Yeah, you're just trash if you ask me. And you can stop looking at me like that as well, I often walk into pubs and start insulting people. I often fall through windows too.

Blimey, it's just like Silence of the Lambs all over again...

Now this is more like it! Keep on dishing out comments like this and you might end up with some lip-on-lip action. Then again, you might also end up in hospital. Doh!

Along the way you'll inevitably runs into loads of bar fights, boxing matches, high speed chases and, of course, women. All this is handled in the very worst possible taste and the programmers don't shirk from using naughty swear words either! It's a man's game, if only in that it's extremely sexist. You have been warned.

Cobra Space Adventure

HUDSONSOFT
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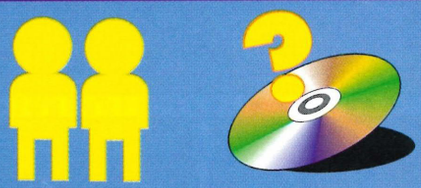
OUT AUG



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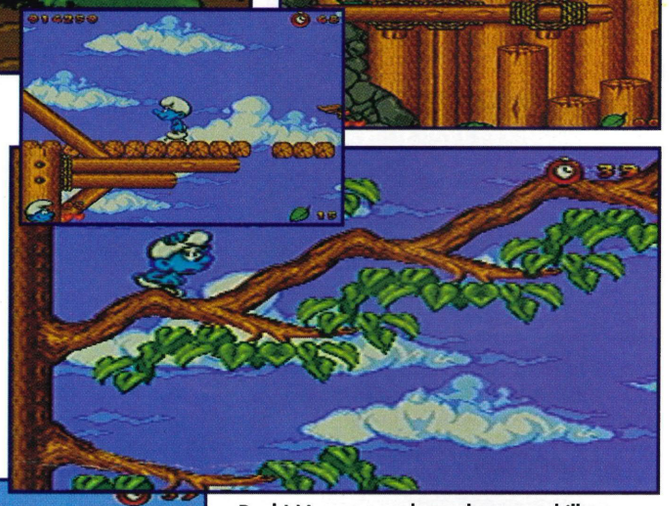
REVIEW

The Sm

When the only girl Smurf around disappears, there's bound to be trouble. When three mates go as well, Hefty Smurf decides that it's time to get serious...

He can't swim and gets a major alergic reaction when he gets wet. Aaaah!



Hefty is a pint sized, blue elf thing with a converted chef's hat and big nose. Just like all the other Smurfs, apart from Smurfette who is a blonde (but hey, she's missing anyway).

It's Hefty's job to rescue his blue friends from Gargamel who is intent on kidnapping all the little people. He has to battle through forests, swamps and murky lakes to find his friends. *The Smurfs* is a platformer that has already done the rounds on the Mega Drive, Master System and Game Gear. This Mega-CD version is almost identical to the Mega Drive game, but a fancy new intro scene has been added, along with more impressive sound FX and music.

Graphically, *The Smurfs* looks great. It has really colourful levels, with cutesy cartoon nasties. The characters move properly as well, bouncing over mushrooms and crawling along passages. What lets the game down is the standard of play. Despite the improvements made for the CD version, the gameplay is still merely a bog standard platformer with very little relief from the running and jumping type of adventure.

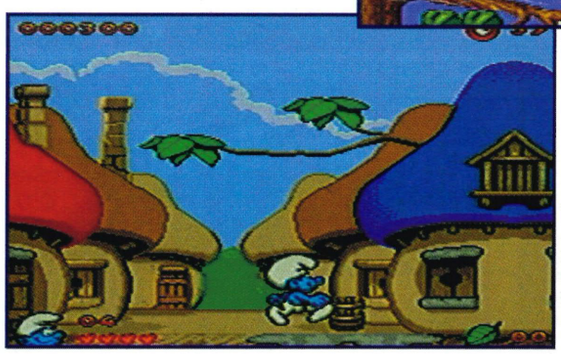
If only there was more to do than simply run, jump and bounce

It is so very standard that you'll want to grab a Smurf and squeeze him really hard so that he turns bright pink like normal, healthy elves. It isn't their fault that they've been dropped into such a boring story, but you certainly get sick of the sight of them fairly early on. If only there was more to do than simply run, jump and bounce on the heads of baddies.

There are a few different levels, like the ride in a boat over snow, but the basic movement stays the same and it becomes frustratingly repetitive. It is also pretty tough. Why, oh why, are the other Smurfs out to kill you and why are you allergic to water? You have to start back at the beginning of a level when you die, which means that you see the same toadstools a lot more than you want to!

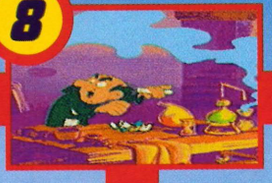
All these little niggles add up to a game that looks great, sounds about as cute as it can get and has a large cast of appealing little characters. Unfortunately, it drives you completely mad playing it. No, I mean really insane. Really.

Sarah Moran



Duck! No not a real one, but some killer crows are heading your way.

Here dumb little frog thingy, let me biff you on the head with this very heavy brick disguised as a present. Then you can pull even more stupid faces and do your little dance.

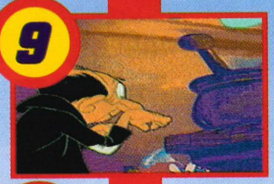


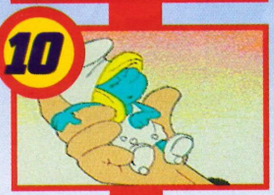
smurfs

Dastardly Deeds!

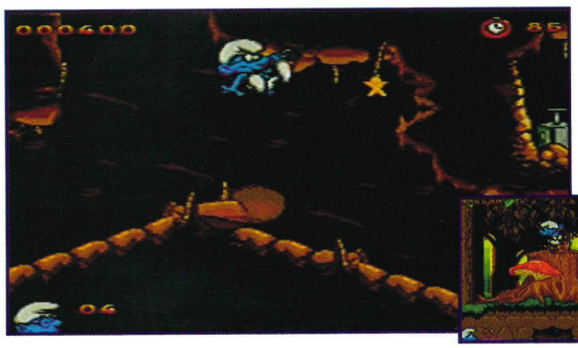
That ghastly Gargamel is up to his old tricks, kidnapping Smurfs taking them to his nasty castle and pouring his secret mixture over them. Some people are just so evil...

1. No–one gives you a pressie that big for no reason.
2. Told you so, and there's Gargamel grinning over the hedge.
3. He scoops up the splatted Smurf and is off to the castle.
4. This is Smurf number two, minding his own business.
5. Splat! One rather flat Smurf who's in grave danger.
6. Not the old Super-Glued sticky cake routine again!
7. Some rather worried Smurfs peer through a strange window.
8. Shock horror! It looks like the babe's going to get it! Smurfette needs rescuing and fast.
9. Gargamel does his best Tommy Cooper impression for Smurfette.
10. For Smurfs sake, wake up. This is no time for a kip missus!
11. All the little boy Smurfs are a little worried about their girlie.
12. They pelt all the way back to Smurfville as fast as their little blue legs will carry them.
13. Hey you, yes, you with the beard – you lookin' at me?
14. They went this way! Come on Papa Smurf, time to save the day!





It's a quacker! Use Donald to cross the water by jumping on his back. There are loads of nasties flying overhead so watch out.



I As high as a kite! Hefty Smurf takes a leisurely raft ride down the river on a Summer's day. The water's deadly!

MP

"It all looks polished and cute enough with some nice cartoon graphics, but the platform action is predictable and often irritating."

10 9 8 7 6 5 4 3 2 1

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The Smurfs

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GRAPHICS	81%
SOUND	84%
ADDICTION	60%

OVERALL 62%

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ETERNAL CHAMPIONS

Challenge From The Dark Side (Part 2)

Just when you'd thought you'd seen the last of this blood-thirsty game, back it comes again – this time with even more punch than before! We just couldn't resist bringing you all the tasty combos, overkills and special moves you could ever wish for...

The Fighters

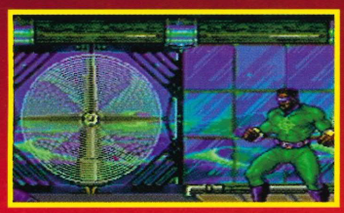
Blade

Bounty Hunter Blade has loads of new moves at his disposal, including the deadly Brick Wall and Tracking Blade. His multi-hit and power moves are really the icing on the cake.

Move	Press
Brick Wall	Away, Towards and B
Fire Bolt	Away, Towards and B + C
Personal Shield	X, Y and Z
Projectile	A + B
Tracking Blade	Away, Towards and X + Y

Overkill

Make sure that your foe is just to the right of the fan's end. You'll need to be standing just to the right of the enemy when you make the final hit.
Six-Hit Combo: Y, Down-Away, X, Towards, B, A
Four-Hit Combo: Down, Down-Towards, Towards, B, C, X



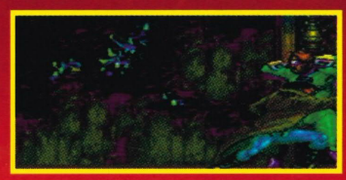
Dawson

Dawson has several special moves up his sleeve, including a vicious Knife Throw and Hat Attack. His Pony-Tail is a pretty deadly weapon too...

Move	Press
Dual Knife Throw	Away, Towards and X
Hat Attack	Away, Towards and Z
Spinning Axe Pick	Down, Down-Towards, Towards and C
Spit Attack	Away, Towards and Y + Z
Step Out	Down, Down-Away, Away and C

Overkill

To trigger the Overkill, drive your opponent to the right-hand corner of the stage and then deliver your final blow.
Six-Hit Combo: B, A, Down, Down-Towards, Towards, C
Seven-Hit Combo: Z, Down-Away, B, Down, Down-Towards, Towards, B



Jetta

A powerful fighter, Jetta can really lay into her opponents with new moves like the Flying Choke Hold and Ricochet. Don't get on the wrong side of this spirited gal!

Move	Press
Death Dive	Down, Up and B
Flying Choke Hold	Away, Towards and Z
Resonate	X, Y, Z and then A + C
Ricochet	Down, Up and A (or) C

Overkill

Get your enemy near the second entrance to the right, just in front of the flap. Now, standing to the left side, fire a lethal projectile at them to activate the overkill.
Eight-Hit Combo: A, Down-Away, Y, Towards, Y + Z
Seven-Hit Combo: A, Down-Away, A, Towards, B + C

Larcen

Being a cunning Cat Burglar, this chap knows a thing or two about fighting. His various grappling hook moves can defeat an opponent in a matter of seconds – all from the other side of the screen.

Move	Press
Air Sweep	A + C
Backflip Kick	Down, Down-Away, Away and C
Low Sweep	Away, Towards and Z
Mantis Strike	Down, Down-Towards, Towards and A
Power Sweep	A, B and C

Overkill

Make sure that your opponent is standing to the right of the double doors. Position yourself to the right and use your hook (projectile) to start an Overkill combo.
Four-Hit Combo: B, Down, B, Down-Away, Y, Towards, Z
Six-Hit Combo: C, Away, B, Towards, Y + Z

Midknight

Already with more special moves than you can shake a clove of garlic at, MidKnight now has the vicious Manifest and Side Kick moves at his disposal as well.

Move	Press
Flying Wall Smash	Away, Towards and Z
Manifest	A, B and C
Overhead Stomach Punch	Towards and A, B + C
Side Kick	Down, Down-Towards, Towards and Z

Overkill

Stand your foe directly underneath the Danger sign on the right. Now make sure that you place yourself almost in the corner of the right wall and make your final hit.
Eight-Hit Combo: Z, Down-Away, Y, A, Towards, B + C
Six-Hit Combo: C, C, Down, Down-Towards, Towards, B

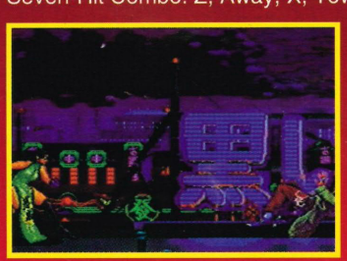
Shadow

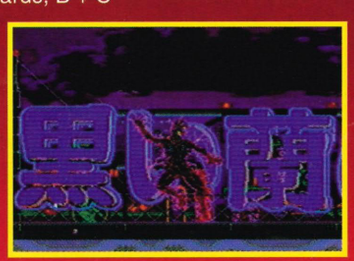
A ruthless ninja assassin, Shadow has a whole host of tricky moves to call upon whenever she is in danger...

Move	Press
Banzi Blitz	Away, Towards and B + C
Bomb Weapon	Away, Down-Towards and X (or Y)
Flying Mine	Down, Down-Towards, Towards and Z
Flying Step	Away, Towards and A + B
Knife Weapon	Away, Up-Towards and X (or Y)
Shuriken Weapon	Away, Towards and X (or Y)

Overkill

Position your opponent just under the second letter of the sign on the left. Place yourself further along to the left and then throw a projectile to start the Overkill.
Five-Hit Combo: B, Down-Away, A, Away, B, Towards, Y + Z
Seven-Hit Combo: Z, Away, X, Towards, B + C





RAX

One of the game's most dangerous fighters, RAX can defeat just about anyone with his Air Jet and Shock Wave moves.

Move	Press
Air Jets	Down, Up and B
Cyber Kick	A, B and C
Jet Uppercut	Down, Up and Z
Shock Wave	Away, Towards and Y + Z
Turbine	Away, Towards and A

Overkill

Get your foe towards the centre of the screen (where the fire is) and place yourself to the left. Now let loose with a projectile!
Seven-Hit Combo: Z, Away, A, Towards, B + C
Five-Hit Combo: C, Down, X, Down, Down-Towards, Towards, B

Ramses III

Both skilful and clever, Ramses is a hardened warrior who likes to destroy his opponents with moves like the Snake Attack and Torch Attack.

Move	Press
Hack and Slash	Away, Towards and X + Y
Snake Attack	Down, Up and C
Sun Attack	Away, Towards and Z
Torch Attack	Down, Up and Y

Overkill

Place your opponent directly underneath the small pillar in the background (just to the right of the centre). Stand just to the left and fire a projectile at them.
Seven-Hit Combo: Y, Down-Away, X, Towards, X
Five-Hit Combo: Y, Down-Towards, X, Towards, X

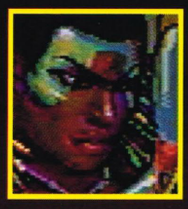
Trident

The Master of the Waves is back, and this time with even more special moves than before. His Depth Charge and Tidal Wave moves are more than handy!

Move	Press
Bio-Drain Field	Y + Z
Depth Charge	X + Y
Liquid Mode	A, B and C
Tidal Wave	Down, Down-Towards and Towards and Z

Overkill

Place your enemy directly underneath the mermaid statue. You should be just to the right of your foe when you deliver the final blow.
Seven-Hit Combo: C, Away, B, Towards, A + B
Eight-Hit Combo: Z, Down-Away, B, A, Towards, B + C



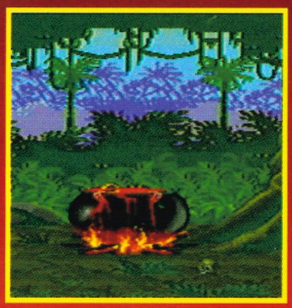
Raven

A true Time Bandit, Raven can control the mystical forces of the past, present and future with her magic egg-timer. A powerful opponent who also makes great buttered soldiers.

Move	Press
Create Void	Down, Down-Towards, Towards and Z
Destabilize Time	X, Y and Z
Mambo Combo	Away, Towards and B + C
Raven's Fury	Down, Down-Towards, Towards and B
Time Split	Away, Towards and Y + Z

Overkill

Start up the Overkill when your opponent is standing just to the left of the flaming skull. Stand to the left-hand side and then throw a projectile to finish them off.
Five-Hit Combo: B, Down-Away, B, A, Towards, A
Nine-Hit Combo: A, A, A + B + C



Slash

This primitive beast has more then a few ways of bringing you down to his level – including some brutal projectile attacks.

Move	Press
Club Dive	Down, Down-Away, Away and B
Double Foot Kick	Down, Down-Away
Fire Club	Down, Down-Towards, Towards and X
Ice Club	Down, Down-Towards, Towards and Y
Spinal Crush	(In Close) Towards and Y

Overkill

Make your victim stand in the far left corner and, standing to the right, deliver your final hit to trigger the overkill.
Seven-Hit Combo: Z, Down-Away, B, Towards, B + C
Three-Hit Combo: C, A, Down, Down-Away, Away, C

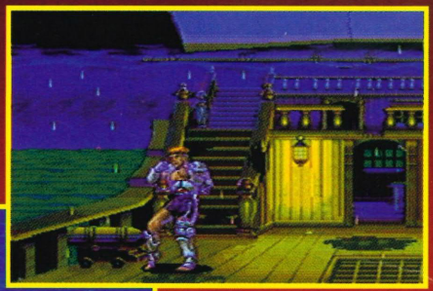
Riptide

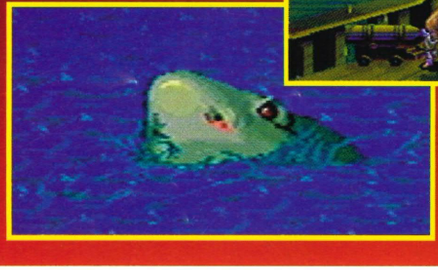
The female version of Bluebeard the Pirate, Riptide can inflict oceans of damage on her opponents and then escape using her teleport move. Her Whirlwind Reflect's sure to have you in a spin!

Move	Press
Kriss Blade	Away, Towards and X
Tidal Punch	Down, Down-Towards, Towards and X
Whirlpool Teleport	Down, Up and C
Whirlwind Reflect	Away, Towards and A

Overkill

Position yourself directly underneath the wooden mast in the centre of the ship. Stand to the right and then throw a projectile.





Seven-Hit Combo 1: Z, Down, Down-Towards, Towards, Z
Seven-Hit Combo 2: C, Down-Away, A, Towards, B + C

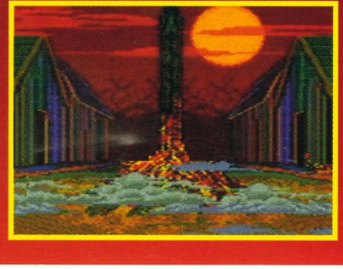
Xavier

Even more spells and some great defences are this magic user's forte. The Snap Back and Dragon's Bite moves are perfect against any opponent.

Move	Press
Dragon's Bite	Down, Down-Towards, Towards and C
Confusion Spell	A + C
Possession	X, Y and Z
Snap Back	Away, Towards and X
Swap Spell	X + Y

Overkill

Place your opponent into the area to the left of the fire, directly in front of the closest side-door entrance to the house in the background. Standing in the far left, launch a projectile at them.
Five-Hit Combo: Z, Down-Away, A, Down, Down-Towards, Towards and C
Seven-Hit Combo: C, Down, Down-Away, Away, X, X, Towards, X



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Dragon's Lair

Dragon's Lair is a classic tale of heroism, adventure and the fight against evil. As brave knight Dirk, your task is to rescue the fair Princess Daphne from the dreaded clutches of Singe the evil dragon. Our solution tells you how to survive long enough to save your one true love.

Dragon's Lair is a game based on timing and reactions. Use your wit and reflexes to avoid the obstacles in each scene, moving with exact accuracy in order to win through to the Dragon's Lair itself. In general, flashing items indicate either danger or the direction to move. At the beginning of the game, these lights help you to get through, but after a while you will have to move without any visual clues.

The timing of your moves is critical, so don't act too early or too late. You don't control Dirk's actions, rather you control his reactions to the events happening around him. As you watch the amazing cartoon animation, you must decide what Dirk is going to do next.

In each scene there are several moves to make, from a choice of LEFT, RIGHT, UP, DOWN or SWORD (B-Button). Any wrong move at any stage in the game results in a strange and painful death, so Dragon's Lair really is a test for any games player, no matter how experienced.

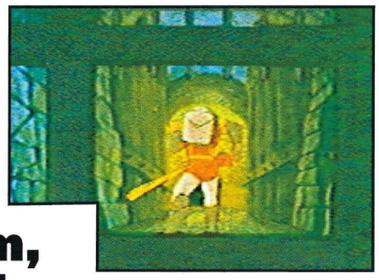
The order in which you visit the different scenes can change and differ each time you play the game and, most importantly, the sequence of moves changes as well. What happens is a reversal of the moves in a scene. This means a mirror image occurs, so the correct moves from your previous game change to the opposite move. Thus, RIGHT becomes LEFT and vica-versa, but UP and DOWN still remain the same.

The quest begins!

The Drawbridge

Start outside the castle on the old wooden drawbridge, overhanging the dark and mysterious moat. Dirk walks along the drawbridge until he comes to an area of rotten wood, when the woods gives way Dirk falls through the drawbridge into the moat below. Dirk grabs the sides of the hole to stop himself falling any further, but the risk of getting wet is the least of his problems!

Several purple tentacles will appear to the right of the screen and immediately start to go towards our hero. As soon as they move press the B button to draw your SWORD. This allows Dirk to swing his sword at them to buy an extra couple of seconds. Halfway through the swing of the sword, press UP. This allows Dirk to clamber up through the hole and run into the castle to escape the tentacles following him up the hole.

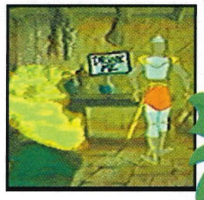


End of Corridor

Once inside the castle, you come to the end of the first corridor with three doors leading from it. The corridor will now begin to shake and shiver and the floor will begin to break up. This cuts you off from the left hand door and the straight forward option, so the only course is to move RIGHT. Wait until Dirk staggers to the right and then to the left as the passage quakes before you select the correct direction. If you're too late in pressing the correct direction, Dirk is crushed beneath falling masonry.

Drink Me

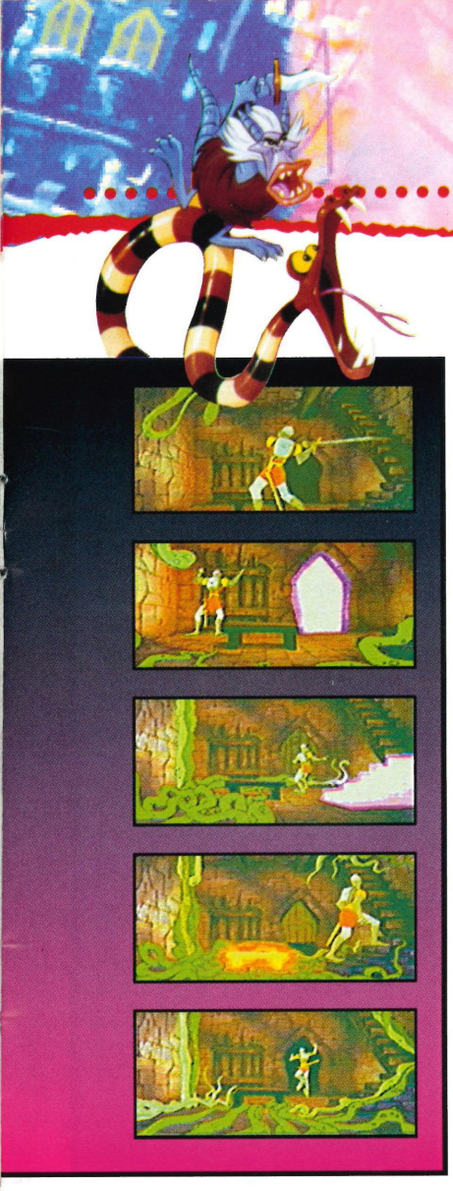
The third scene takes place in a room with a sign at the back saying Drink Me. Even though Dirk must be pretty thirsty by now don't drink the potion. It turns Dirk into a pillar of crumbling salt! As you walk towards the sign, fire breaks out behind you and a fanfare of music begins. As soon as this happens press the direction pad RIGHT. Dirk then escapes from the room by kicking down the door.



Tentacles from the Ceiling

As you walk into this room a large pair of tentacles drop down from a trapdoor in the ceiling. Immediately draw your sword and cut the tentacles down. More tentacles come up behind you and the animation shows Dirk leaping over to the back of the room. When he reaches the back wall, the door to the right flashes so move to the RIGHT. When you reach the door it closes up and you have to press DOWN to jump to the front right of the room at the foot of the long stone staircase.

Dirk will now begin to walk up the staircase but on the second step more tentacles force you to press LEFT, so Dirk leaps onto the stone table in the centre of the room. When he is balanced on the table press UP and, as the sea of tentacles moves in for the kill, he leaps towards the top door and escapes to the next really hair raising scene.



past the witch's brew to land near a shelf. Dirk will now grab a potion bottle on the shelf and begin to guide it towards his lips. As this happens a ghostly figure metamorphoses from the potion and, if left alone, it proceeds to swallow you up whole.

When the figure appears, press the B Button and draw your SWORD. If you do this quickly enough, Dirk has time to swing his sword and cut the smoky figure in two. As this happens, another evil form materialises from the cauldron. Press the SWORD button again and swipe the evil smile off the second demon's face, before pressing RIGHT to leap from the room via the door before the bubbling ooze catches up with you.

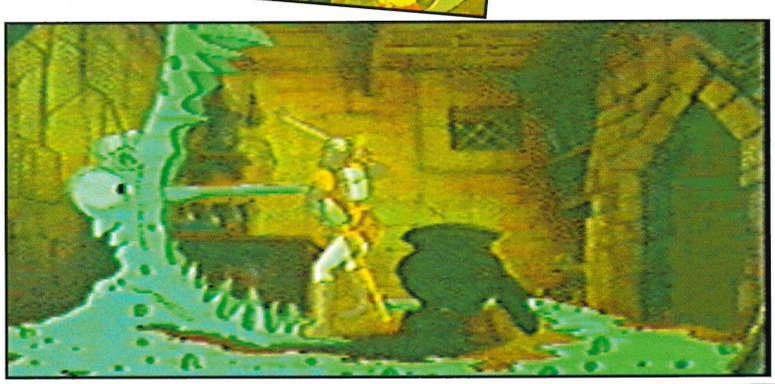
Snake Room

You will have to be very quick with your reactions in this room to get through in one piece. As you enter a large snake lunges down from the ceiling to the left. Quickly draw your SWORD to cut it down before turning to repeat the SWORD move on a second snake to the right. As you

swing the sword to cut the second snake down, press the direction pad RIGHT so that when the snake is history you can pull on the skull-on-a-rope and climb up to safety.

Bubbling Ooze

This room features a large black cauldron in the centre which overflows onto the floor and vaporises you if the liquid makes contact with Dirk. When the cauldron erupts press UP in direction and Dirk leaps

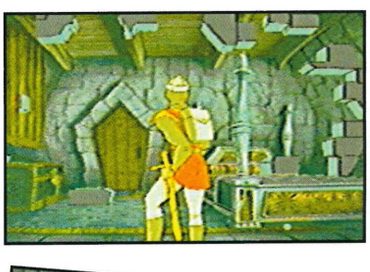


Death becomes him

Closing Wall

The door from the previous passage leads you to this room where reactions must once again be lightning fast. As you stand in the room you will see a door at the back of the room. Make it over to the door before it's closed off by a magic wall in the middle of the room. This wall builds itself into a solid within seconds, so, as soon as it begins to form, press Up and UP again.

Dirk leaps through the centre of the wall before it's completed and on through the door. If you're too late in selecting your direction, Dirk tries to jump through the wall just as it's completing its formation and he will be walled up forever.



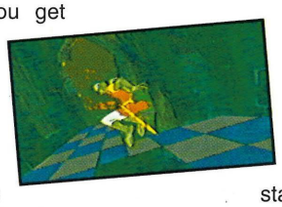
Throne Room

In the middle of the throne room floor you're confronted by a circle of light, closing up like the hands on a clock. The light goes around the circle and you must jump to stay ahead of it. As the animation cuts to the top view of this circle and the light begins to move, complete the following sequence of moves quickly in order to escape from disaster — RIGHT, UP, RIGHT and RIGHT.

The final move throws Dirk away from the circle, just as it closes up, and onto the actual castle throne. Dirk then spins around on the throne, before going through a secret panel in the wall and on to another corridor. As soon as the throne spins around quickly press RIGHT and RIGHT again to sprint from the throne to the door on the opposite side of the passage, before the light catches up with you and toasts your hide!

Chequered Floor Knight

This room can be one of the most difficult rooms in the game with the tendency to throw you off guard by flipping around so the moves are reversed. You get your first sight of the Princess in this section, who shouts "Save Me" as she is carried off to the Dragon's Lair.



In order to progress you must first get past the Floor Knight, who is a rather large figure with a magic sword. This sword sends lethal magic rays racing across the floor. If you step on the magic it burns you in an instant. As he sends the magic into the floor jump away from it and try to quickly get over to him at the top of the screen.

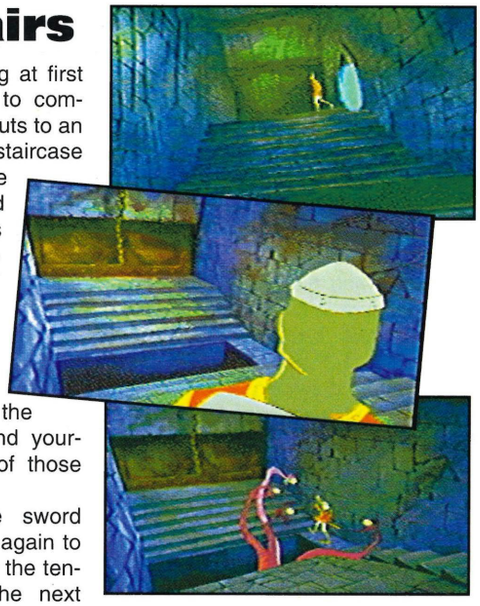
When the room is the normal way around jump in this sequence — LEFT, RIGHT, UP, RIGHT, LEFT, RIGHT, LEFT and SWORD. If the room is mirrored, the lefts and rights are reversed. The SWORD move at the end destroys the Floor Knight in one swooping move.

Sliding Stairs

This scene can be daunting at first but is actually quite easy to complete. When the animation cuts to an overall view of the stone staircase with Dirk at the top, the stairs disappear and become a slope. When this happens simply press the direction pad to the LEFT and Dirk moves to a safe section of the slope.

Dirk then walks down to the centre platform and, as he does this, press the SWORD button to defend yourself against the return of those evil killer tentacles.

Halfway through the sword manoeuvre press LEFT again to allow Dirk to dodge past the tentacles and walk up the next stairway. As he reaches the top of the second set of stairs, they too turn into a slope. When this happens simply press LEFT so Dirk can regain his balance and exit the room via a porthole door.

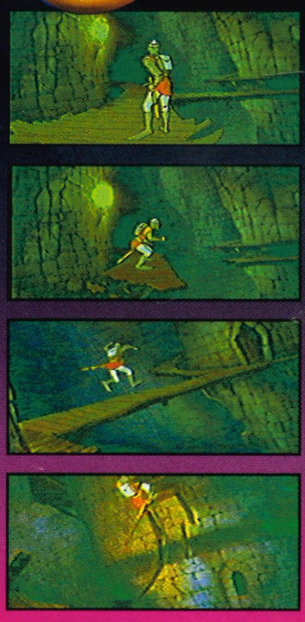


Death becomes him

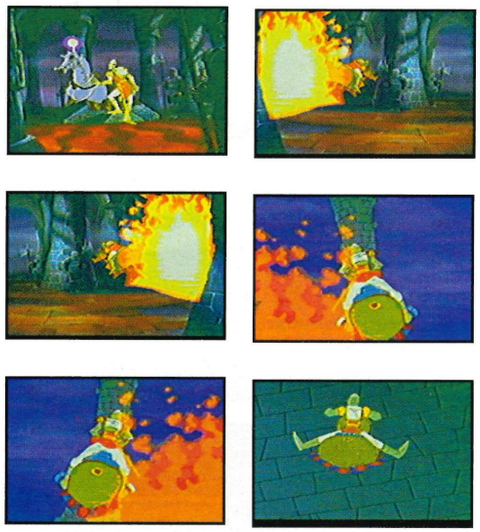
Wooden Platforms

This old castle could really do with some DIY as all the wooden floors seem to be rotting away! These wooden platforms are quite high up in the castle, so, if you fail to move swiftly, Dirk falls to his death. As you stand on the platform, the wood behind you begins to disappear. When this happens press UP and then UP again when the other platforms collapse behind you.

Dirk now runs around the corner and immediately gets attacked by crazed vampire bats. As soon as the animation shows Dirk is safely around the corner press the SWORD button and swipe at the in-coming bats. As you complete your sword swing leap to the RIGHT to land on a wooden bridge and then RIGHT again to clamber up the castle wall and through to the doorway at the top.

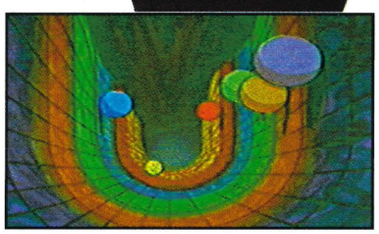


Metallic Flying Horse



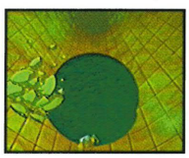
It's time for the ride of your life as you saddle up and ride this pony from hell! As you climb on press LEFT to activate the horse and hold on tight. Dirk and his ride shoot off down the dangerous corridors of the castle encountering all kinds of deadly foes.

At the first corner move RIGHT to avoid the fire on the left and at the next corner move LEFT to dodge the fire on the right. Further down the track are two large stone columns in the centre of the screen. At the first one press RIGHT and at the second one press RIGHT. You're now heading for a dead end, so you must quickly turn RIGHT again to be thrown from the horse to the safety of a doorway. The Flying Horse scene is yet another that regularly flips around so the moves are back to front.

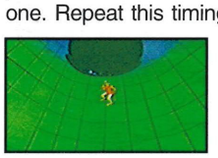


Rolling Balls

You are now but a midget in a giant game of Pool and you must move at speed to avoid being 8-balled! Wait until the animation changes to the ball tunnel with the black ball rolling at speed behind Dirk. The movements are very simple but the timing is critical.



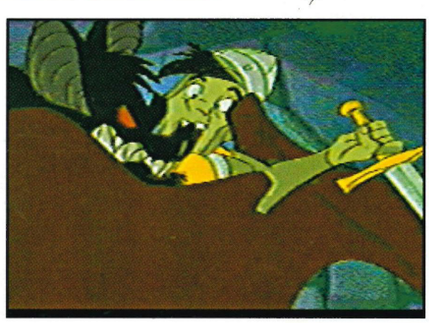
When the black ball is rolling towards Dirk, press DOWN in direction but only after one of the smaller balls (rolling from left to right) has passed by. When a smaller ball does pass press DOWN and move on to the next one. Repeat this timing movement six times before pressing UP to bound over the hole in the ground to exit.



Bats

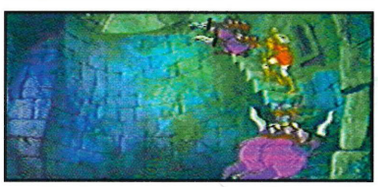
The Vampire bats are back again and this time their huge mutant bat friend is with them. Draw your SWORD as a large number of bats hove into view and begin to attack you. Halfway through your sword swing, press LEFT to escape the rest of the bats and flee before the ground gives way.

The next section takes place on a downward sloping wooden ledge. Simply press LEFT again to jump over the gap to carry on around the corner. As you watch the animation of Dirk leaping over the gap go for your SWORD again. You need to be in mid-swing when the mutant bat turns up. Once you've carved him up press LEFT again to exit through the doorway.



The Giddy Goons

There are four moves to negotiate in this section. As soon as Dirk enters the room, press the SWORD button to foil the Giddy Goon stalking you from the left. Midway through the move press RIGHT to get away from the second Goon, before pressing UP to move up the stone staircase and away from the danger area. As you move up the stairs, more Goons appear from the top of the stairs. Immediately draw your SWORD and stop them in their tracks. Dirk then moves through the door and on to the next scene.

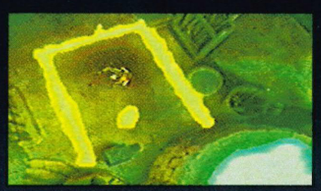


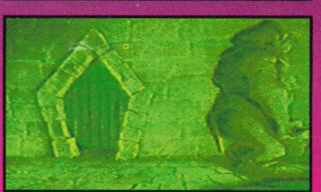
The Smithy

Dirk is now in the Blacksmiths room with danger present all around him. Draw your SWORD straight away in order to dissuade the fire sword from ploughing you down. The fire sword rises up to the ceiling and comes down at you for the kill. Press your SWORD button again to deflect the fire sword away. Now a flying mace rides up to the roof and comes down at you in the same way as the fire sword. Simply press the Sword button again to deflect it away.

The animation now changes and in front of Dirk appears a bright yellow bouncing anvil. Simply press to the RIGHT (or LEFT if in reverse mode) to dodge the anvil and jump away from the fire breaking out around you. Now go back to the SWORD button to deflect the magic arrow flying at you almost immediately.

As Dirk puts his sword in the Forge, the stone statue next to him comes alive and swings back its broadsword to foil your escape. Be ready for this to happen and press your SWORD button until you swing at him and turn him back into stone with your blade.





Haunted Hallway

The Haunted Hallway is a very scary place and you are well advised not to dwell there too long. As you begin to walk down this creepy passage press UP on the direction pad to skip past the skulls and bones and then draw your SWORD to shatter the huge skeleton hand coming at you from the left.

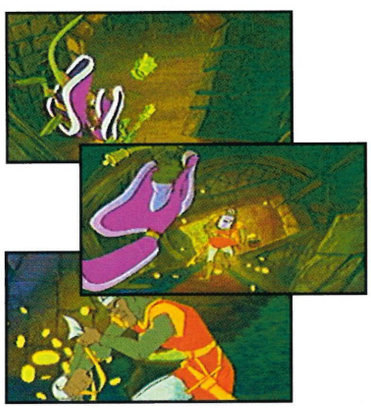
Repeat those two moves by jumping UP past the in-coming ghostly slime and Sword to break up the second mutant hand. Now simply skip to the LEFT to exit the hallway but go straight to your SWORD again to slice up the two hooded skeletons moving in to seal your doom. Dirk then exits to the next phase.

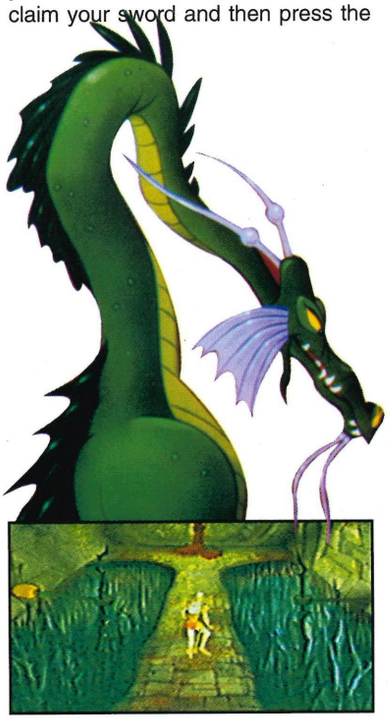
The Lizard King

This is one of the best stages in the game, although you need to act very quickly to stay alive. The Lizard King comes at you from the start and Dirk automatically draws his sword. However, a magic pot of gold will fly past and grab your sword. Now all Dirk can do is run after the pot of gold to retrieve his sword, but he will have to move quickly as the Lizard King is running after him.

As soon as the gold pot steals your sword press LEFT to duck as it comes back at you. Now run after the pot and follow its direction. There are five corridors to chase it down, at the end of them all go RIGHT. Every time Dirk moves right, the Lizard King lunges at him with a staff so if you're too late or too early, Dirk gets a bang on the head and is dragged off to certain death.

After you've successfully negotiated the five RIGHT moves, you enter a room containing the pot of gold and your sword at the top. Press Up to claim your sword and then press the SWORD button to swing at the Lizard King who has also arrived in the chamber. Enter into a sword fight with the Lizard King and move very quickly indeed. When you draw your sword press LEFT in direction to get to the other side of the room, then press RIGHT to return to the right hand side of the room. Press DOWN to duck as the King strikes and then immediately press the SWORD button to finish the Lizard King off.



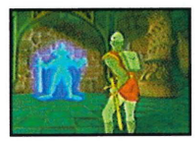


Spinning Batons

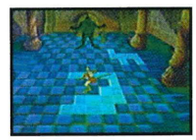
In this section play the waiting game to get past the spinning batons and then utilise your quick reactions to defeat the Cloaked Spectre. The animation shows Dirk inching towards the two large batons, wait until he stops and moves slightly from side to side. When Dirk does this press UP on the pad and Dirk dives between the batons and lands on the floor at the other side. As he does this reach for your SWORD and slay the Cloaked Spectre in one swoop. Now quickly move DOWN in direction to dodge the magic thorns and press UP to exit through the door before the thorns tangle you up.

Death becomes him

Chequerboard Corridor



This section is a rather quick little stage but it's difficult to get the timing right. As Dirk walks up the corridor, the floor moves down and then up. The animation moves in closer and the music sounds out as the floor begins to break up. When this happens press DOWN to leap to a clear spot and press UP to skip back over. As soon as you skip back press LEFT in direction to jump over to the clear doorway and away from the fire. The whole section only takes a few seconds to get through but it takes a lot of practise to get the timing exactly right.



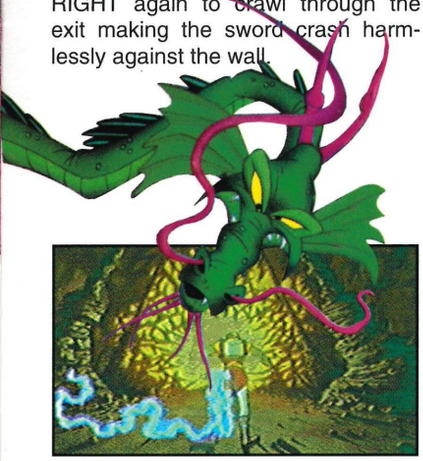
Pool of Water

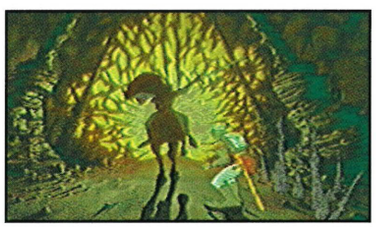
This is another section that will reverse from time to time, so be careful with your first move. At the beginning of the scene press Right in direction to jump over the gap as the floor opens up into holes and cracks. As you land swiftly press UP in direction to tumble over to the next plinth while dodging the dagger booby traps. When you land press LEFT to jump into the centre of the room next to the pool of water and then press UP to dive into the water for a cool dip.

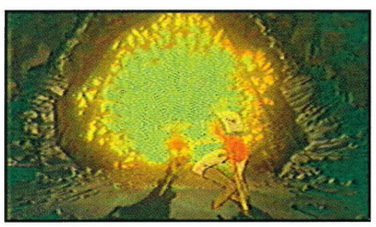
Once you are in the water press Left to climb out of the pool before the tentacles make a grab for you. Once Dirk pulls himself out of the water press UP to jump over the falling floor to land on a small ledge near the exit. Now Dirk begins to look around and as soon as he looks up to the ceiling press the SWORD button to kill the giant spider that is dropping from the ceiling before it clings on to your head. Once you have killed the spider, press UP again and Dirk squeezes between two rising stone blocks to exit.

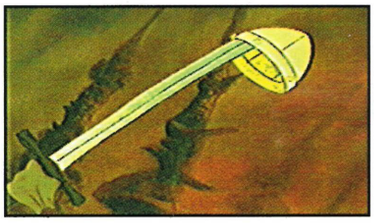
Phantom Horseman

This can be a nightmare section if you don't have a clue what to do but, once you realise what the moves are, the timing is very easy. The reason why the first two moves aren't too obvious is you actually jump into the trouble spot to avoid the trouble. The Phantom Horseman rides up the screen towards you and just as he reaches you thorns grow to one side. Basically jump away from the thorns by leaping under the horse's huge legs. When the Phantom rides at you for the first time press LEFT and then repeat the LEFT move on his second gallop. He's now lurking at the other side of the screen so on his third trot up the screen press RIGHT in direction. The animation changes to the Phantom as he hurls his sword at you. As he does this simply press RIGHT again to crawl through the exit making the sword crash harmlessly against the wall.







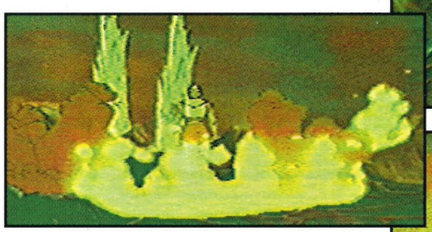


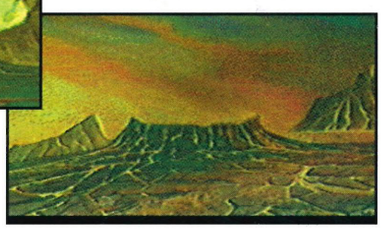
The Fire Room

Moves must again be timed to perfection in order to get through this tricky section. At the beginning wait until the wooden bench drops down from the ceiling. When it does , fire hurtles across the room in your direction and you should initially press RIGHT to dodge it. Another bolt of fire strikes in from the right and, just before it starts to come across towards you, press DOWN to avoid it.

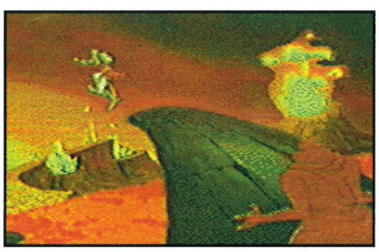
Fire now fills the room so press UP in direction, followed swiftly by LEFT. The animation now focuses on the bench that fell from the ceiling at the beginning of the scene. Press LEFT again and Dirk moves the bench aside to find a low exit.

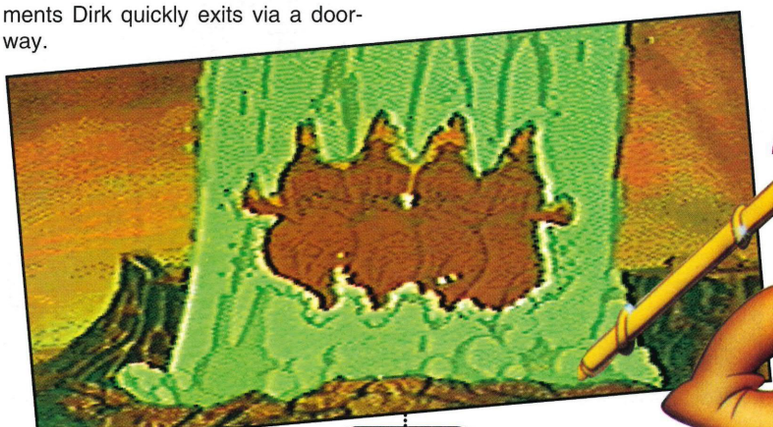
Lava Field of Mudmen





This is a similar chase scene to the Lizard King. At the start draw your SWORD as the Mudmen close in. This buys you a second or so to press UP, allowing Dirk to begin to flee. This is followed by six more screens where the object is to press the UP button at exactly the right moment to continue Dirk's flight. This timing is the crucial element in the level and the direction should be pressed just as the Mudmen are closing in or when Dirk has run out of room. After the six UP movements Dirk quickly exits via a doorway.



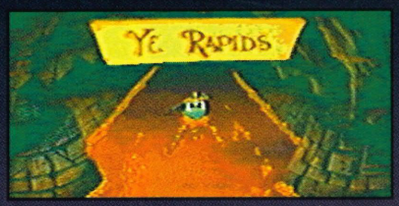


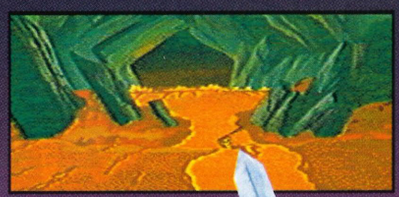
The Round Cage

This is a very easy scene late on in the game. You find yourself inside a rounded cage corridor with magic light coming towards you on the floor of the cage. Just before it gets to you press UP to leap down the cage and then press UP again as the magic light gets close. This second move takes you through a door and onto a bridge. Wait to the right of the bridge until the first signs of the magic light come in from the right and press LEFT to sprint across the bridge before it is consumed with you on it.

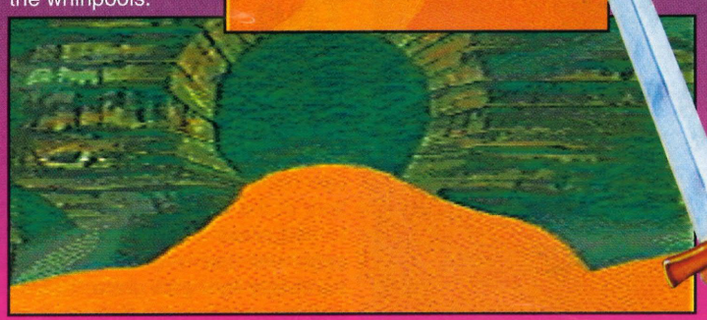
The Rapids

Dirk is now only a couple of scenes away from the final and greatest test in Dragon's Lair. Walk along a darkened passage and fall down another small hole in the drawbridge section. As he falls through the hole he lands in a log boat, passing under a sign that reads 'Ye Rapids'. There are now four sections of rapid lava flow to get across.



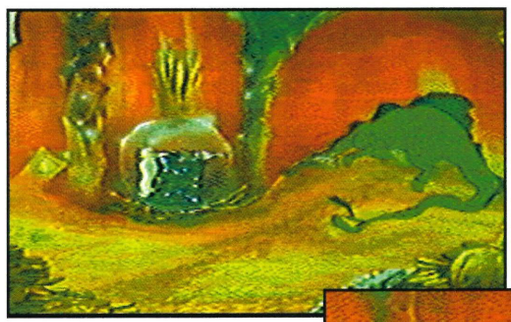


As Dirk rows across the rapids from the left there will be a slightly different colour stream in the centre of the rapids. When Dirk gets to these slip streams press UP. Repeat this on four occasions and Dirk heads for the penultimate test in the whirlpools.

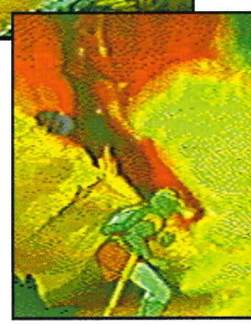


The Dragon's Lair

Dirk is now inside the Dragon's Lair! Ahead of him is the toughest task yet, to rescue the Princess from the clutches of the evil Singe the Dragon. Singe is initially asleep so the first object of the game is not to awake him too soon. Throughout the room are balancing dishes and crockery. Dirk must stop them from falling to the ground and making a noise and awakening the mighty Dragon.



In the opening move catch a pile of falling household objects by pressing UP. The animation then move to the Princess, locked up in a glass cage. She spots our dashing hero and the scene cuts back to Dirk, who seems to be in a very slapstick situation having lose his balance. Dirk moves around from the left, trying not to fall over as he leaps on barrels and chests. When he reaches the right hand treasure chest press LEFT so he can leap over to the left hand treasure chest. As he does this the chest begins to slide down the slope of gold, bringing him to the clearing in front of the waking Dragon.



As soon as the Dragon moves press LEFT to avoid his fiery breath but don't worry yet he hasn't seen you and settles back down to sleep. The fourth move comes now — press DOWN to stop another pile of plates from falling. You can then go up to the Princess's cage. She tells you the key to the cage is around the Dragon's enormous neck and the only way to slay the Dragon is to use the Magic Sword located somewhere within the lair. However, your sociable chat with the lovely Princess has roused the Dragon and now he is coming for our hero.

Dirk hides behind a large stone and the Dragon comes up behind him. As soon as the Dragon moves towards the stone press DOWN and, as his claws come onto the stone, press DOWN again to duck and LEFT to slip under his razor sharp nails. As Singe comes towards you press UP to leap over and down the slope as he breathes his fire at you. Dirk now hides behind a large wooden stake (used for burning maidens) and the Dragon approaches his hiding place.

As Singe reach-

The Whirlpools

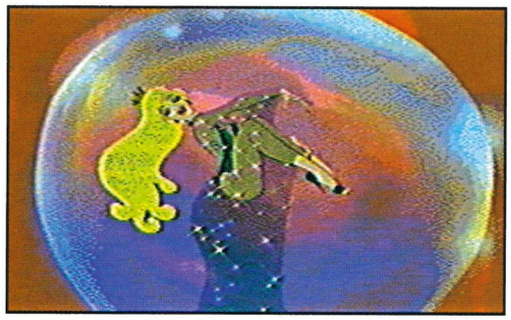
In the Whirlpool section, Dirk must paddle around the four sections of swirling water by moving against the natural current. At the first whirlpool steer RIGHT, at the second LEFT, at the third RIGHT and at the final one LEFT. The boat then continues into a strong rapid and smashes up on the rocks. The force of the impact sends Dirk flying into the air and at the peak of his rise press RIGHT to allow him to grab the chain, hanging down from the exit door. This leads you into the ultimate test of your endurance and skills!

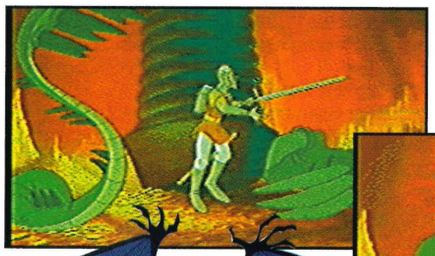
es Dirk press DOWN to leap away from and start running for your life. When Dirk gets to the end of the passage press RIGHT to avoid more of the Dragons fire. It's now the final conflict. The Princess looks on as Singe catches up with our brave Knight and the game's hardest moves have to done with precise timing.

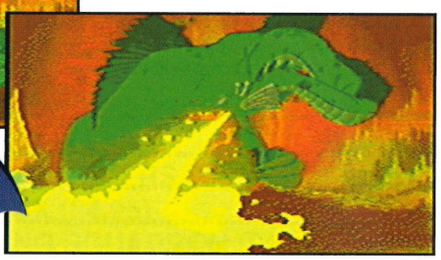
When the dragon comes closer press the SWORD button to deflect his fire away. Now press the SWORD button again as soon as the animation changes its view point and Dirk can make his grab for the Magic Sword. As he grabs it dodge very speedily to the LEFT to avoid the fire again and then take a final swing of the magic weapon by pressing the SWORD button as soon as possible.

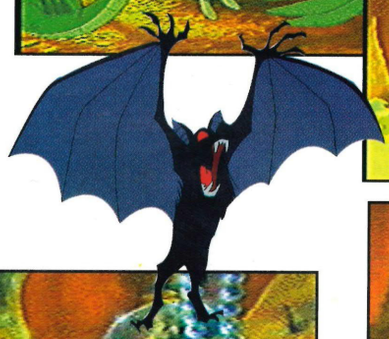
Get the timing just right and the Magic Sword slays Singe the Dragon, allowing Dirk to grab the key from around his neck and free the Princess, getting huge hugs and kisses for his trouble.

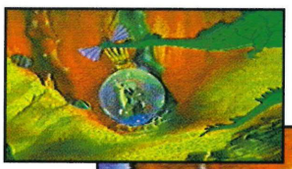
The game is now complete — the titles roll, the epic quest is over and once again Mega Power has rescued another fair maiden!

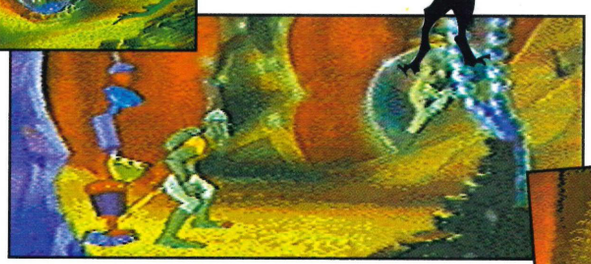


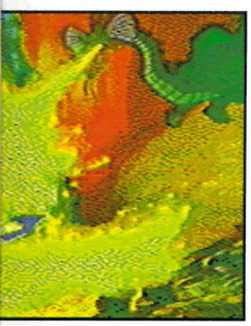


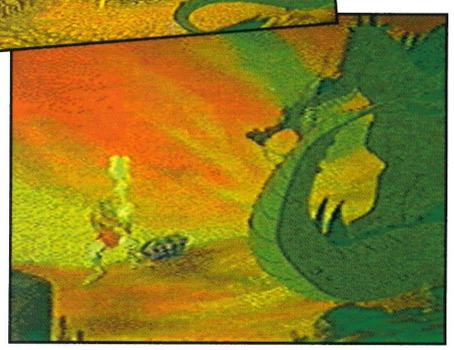


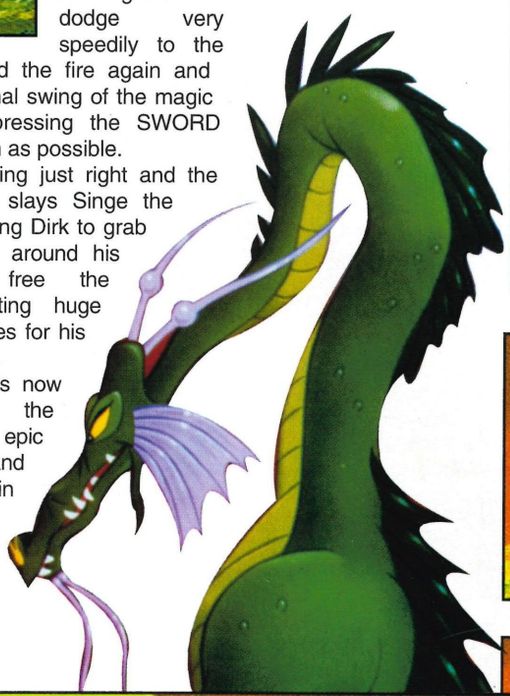


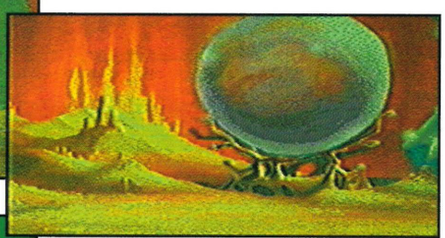


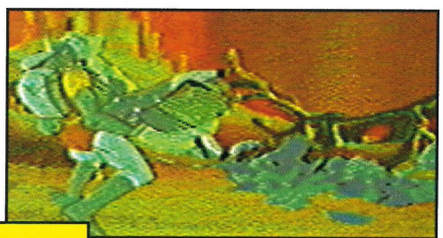












SUMMARY

GAME NAME: Dragon's Lair
TIME TO COMPLETE: 3 Days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: N/A
CHALLENGE RATING: Medium

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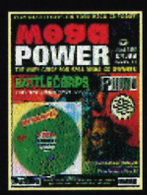


ISSUE 11 ● £5.05

Play the whole first level of 3-D blaster *Battlecorps* on the coverdisc. Read the special game report inside, plus reviews of *Sensible Soccer*, *Mortal Kombat*, *Dark Wizard*, and *Wing Commander*.

ISSUE 12 ● £5.05

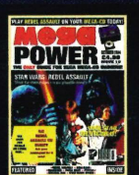
Play one-minute matches in our demo of *Sensible Soccer*. Inside we review *Battlecorps* and *F1 Heavenly Symphony* on CD, and *Dragon* and *Jungle Book* on cart. Plus CD previews of *FIFA Soccer* and *Flashback*.

ISSUE 13 ● £5.05

Score every time with our special playable demo of *FIFA International Soccer*. We also hit the net with previews of *Flying Nightmares*, *BC Racers*, *Dark Seed* and *Mortal Kombat II*. Yesss!

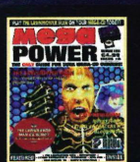
ISSUE 14 ● £5.05

Enjoy the special double demo of *Battlecorps* and *Soulstar* (same demos as previous issues). We bring you an exclusive preview of Mega-CD *Mickey Mania*, plus a full review of *Star Wars: Rebel Assault*.



ISSUE 15 ● £5.05

Shoot the stormtroopers in our unique playable demo of *Rebel Assault*. We review *Star Wars Chess*, *Soulstar*, *Dark Seed* and *Mega Race* on CD. Plus previews of *Pitfall* and *Radical Rex*.

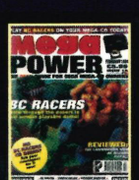


ISSUE 16 ● £5.05

Cut the grass with our spectacular playable demo of *The Lawnmower Man*. Inside, check out our previews of *Novastorm*, *Lethal Enforcers II* and *Bloodshot*, plus a review of *NBA Jam CD*.

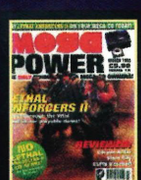
ISSUE 17 ● £5.05

Be a cartoon star in our marvellous *Mickey Mania* playable demo and check out the review inside, along with those of *Snatcher*, *Lethal Enforcers II*, *Novastorm* and many more. Plus a preview of *World Cup Golf*.



ISSUE 18 ● £6.05

Race into first place with our unique playable demo of Core's BC Racers (different to the one on SEGAPRO). We review it inside, along with *Pitfall CD*, *Heart Of The Alien*, *The Lawnmower Man* and more.



ISSUE 19 ● £6.05

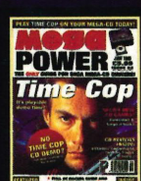
Shoot throught the entire first level in our brilliant Wild West demo of *Lethal Enforcers II*. Inside we've got reviews of *Corpse Killer*, *Slam City*, *ESPN Baseball* and *Panic!*, plus *Story Of Thor* and *Striker* on MD.

ISSUE 20 ● £6.05

Explore a strange alien planet in our playable *Flashback* demo. Plus we've got the full game solution inside, along with a preview of *Eternal Champions CD*, and reviews of *Earthworm Jim Special Edition* and *Links*.

ISSUE 21 ● £6.05

Shoot through a whole level of side-scrolling blaster *Keio Flying Squadron* in our demo. Inside is a review of *Midnight Raiders*, full *Lawnmower Man* solution, plus a special Saturn feature with *Panzer Dragoon* review.



ISSUE 22 ● £6.05

You'll have a great time playing our top *TimeCop* demo. Inside there are previews of *Fahrenheit* and *Surgical Strike*, reviews of *Eternal Champions*, *Shining Force*, *Ecco 2*, plus guides to *BC Racers* and *Snatcher*.

ISSUE 23 ● £6.05

Beat up your rivals in our bruising *Fatal Fury Special* playable demo. The game's previewed inside, along with *Samurai Shodown*. Plus full solutions to *Eternal Champions* and *Dracula Unleashed*.

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DISC 1: THUNDERHAWK DEMO

Fly two full missions of Core Design's ground-breaking Mega-CD helicopter blast-'em-up and then sit back and watch eight demo scintillating missions. Drool over the graphics. Be amazed at the action. Live the experience. Note that although MP#4 is sold out, the *Thunderhawk* demo is still available!

DISC 3: SOULSTAR DEMO

Play the first three stages of Core Design's phenomenal space shoot-'em-up. You go from deep space, onto a planet surface and then back out to space. This astounding demo is now available for just £1.95!

DISC 5: SENSIBLE SOCCER DEMO

Score with our fully playable demo of Psygnosis's stunning soccer sim. Play one-minute matches against the computer or a friend, introduced by stunning rendered sequences and accompanied by over a hundred different crowd FX. You can use all the game's options, including all the leagues and cups!

DISC 6: FIFA INTERNATIONAL SOCCER DEMO

Replay the World Cup Final with this dazzling demo, which lets you play two-minute exhibition matches between Brazil and Italy. Take on the computer or a friend, passing the ball around, curling crosses into the box and scoring with spectacular overhead kicks and powerful diving headers. It's the business!

DISC 7: BATTLECORPS & SOULSTAR DEMO

A special double demo disc containing both the previous playable demos from Core Design: the first three stages of *Soulstar* and first level of *Battlecorps.*

DISC 9: THE LAWNMOWER MAN DEMO

Enter the virtual world to take on the evil Cyberjobe. Witness spectacular intro sequences before flying through electronic circuits in a fully playable stage from the game: Cyber Boogie.

DISC 10: MICKEY MANIA DEMO

Join Mickey Mouse in one of his most famous cartoons, Steamboat Willie. Admire the excellent graphics and soundtrack as you enjoy classic platform action.
NB. This is identical to the cover demo featured on SegaPro.

DISC 11: BC RACERS DEMO

Featuring a different playable level to the SegaPro demo disc, this lets you race around a desert track in Core's wacky 3-D racing game. Punch your cartoon rivals, *Road Rash*-style, to get to the front in this fun-packed race.

DISC 12: LETHAL ENFORCERS DEMO

One of the best playable demos we've ever done, featuring the whole of the game's first level. It's superb fun with one or two players, as you shoot it out with the villains doing a Wild West bank robbery.

DISC 13: FLASHBACK DEMO

Drool over the amazing Silicon Graphics rendered intro sequence, then explore an alien planet for a limited playing time on the game's first level. It's a top-notch arcade adventure.
NB. This is identical to the cover demo featured on SegaPro.

DISC 14: KEIO FLYING SQUADRON DEMO

Control a bunny-girl riding on the back of a dragon in this completely nutty side-scrolling shoot-'em-up! Our demo (same as on Sega Pro) lets you play the first level.

DISC 15: TIME COP DEMO

What better way to pass the time than playing our *TimeCop* demo? This lets you play the jetpack level, a head-to-head battle with the evil Kleindast.

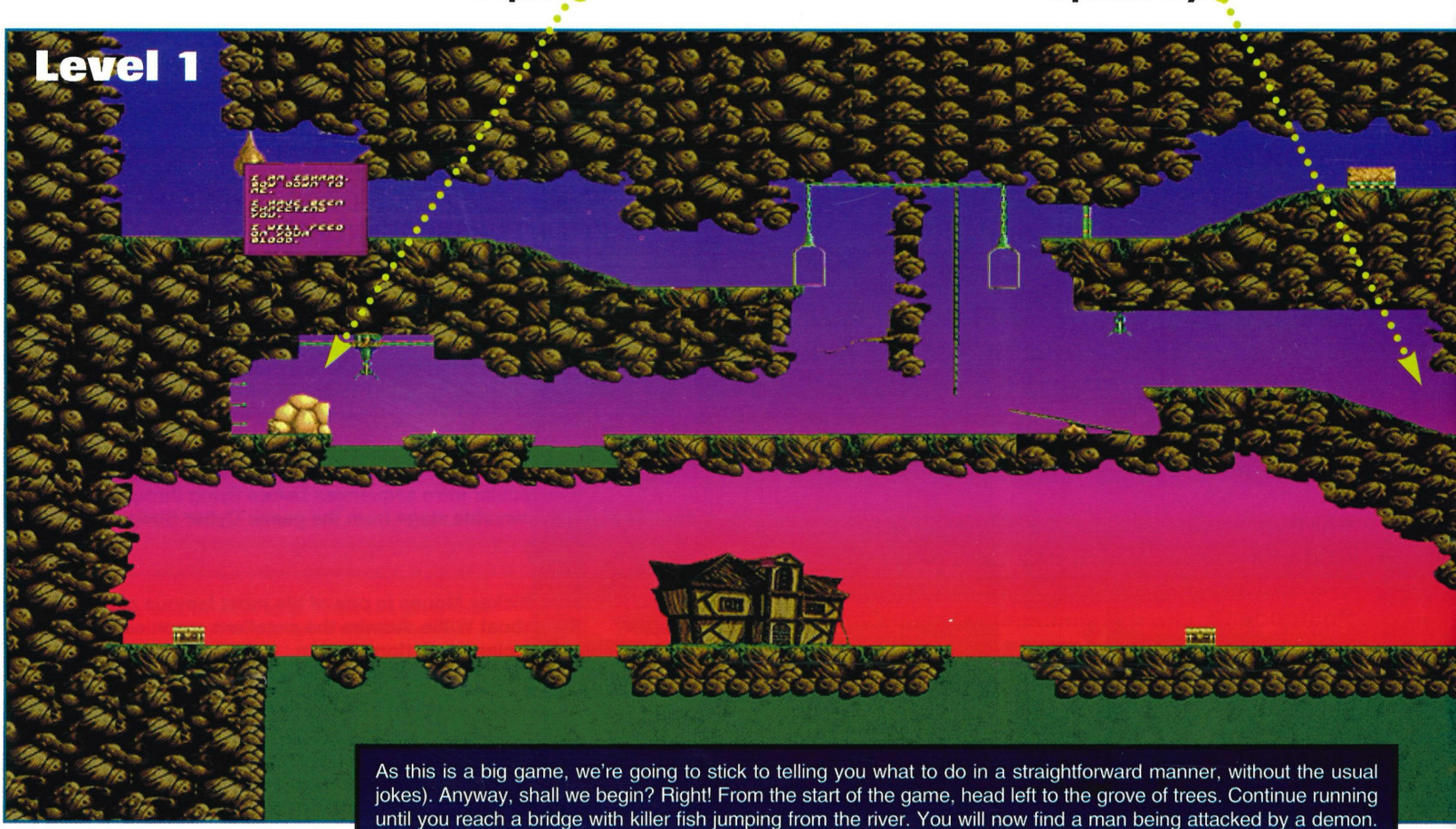
DISC 16: FATAL FURY SPECIAL DEMO

Get ready for some hard-hitting combat action in our playable demo of JVC's *Fatal Fury Special*. You can fight as or against either of the infamous Bogarde brothers.

Shadow of the Beast 2

Although slightly easier than the original, Beast 2 is still a toughie to complete. This fully mapped guide can be used for both the Mega Drive and Mega-CD versions of the game.

DARK FOREST



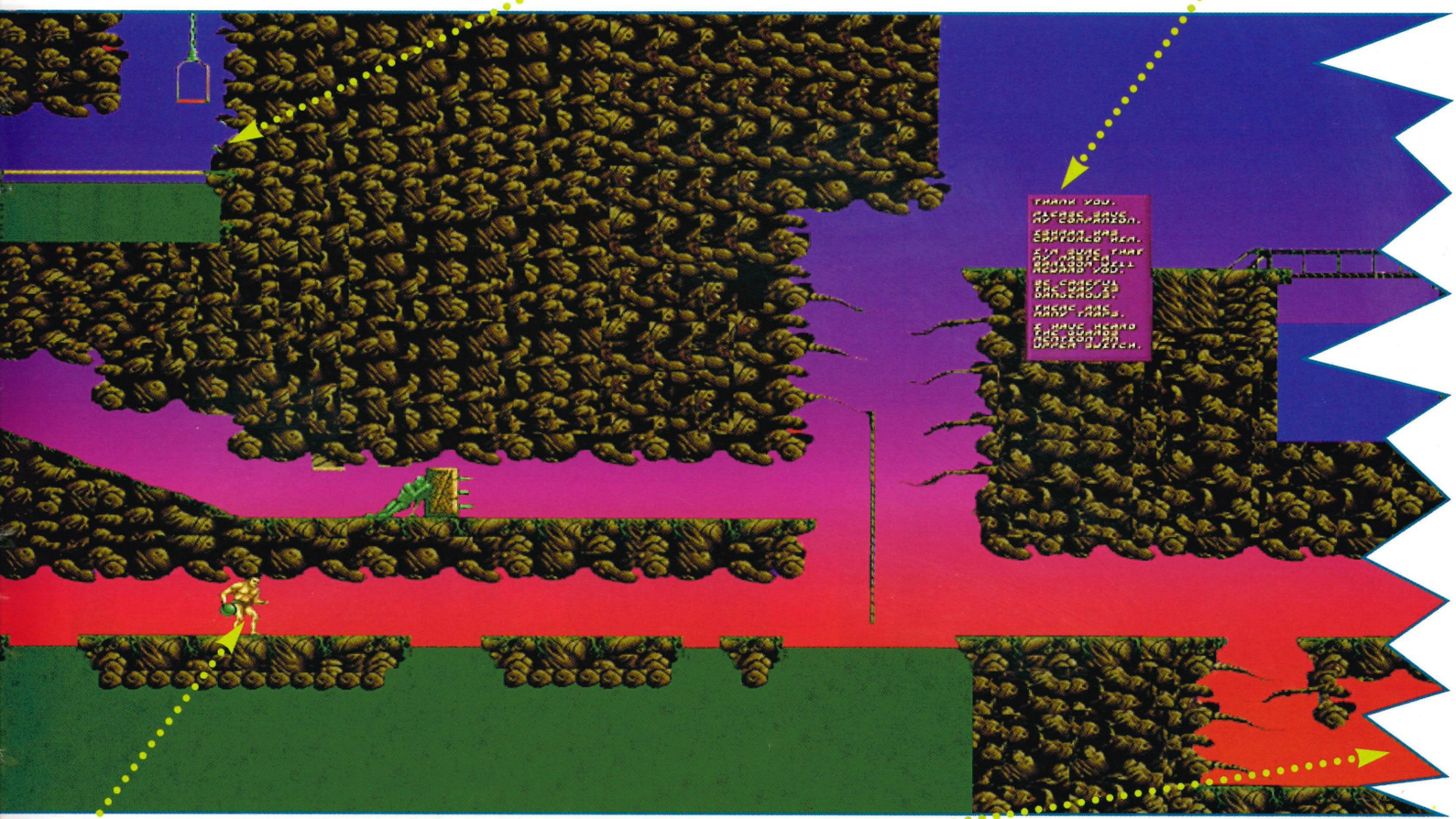
As this is a big game, we're going to stick to telling you what to do in a straightforward manner, without the usual jokes). Anyway, shall we begin? Right! From the start of the game, head left to the grove of trees. Continue running until you reach a bridge with killer fish jumping from the river. You will now find a man being attacked by a demon. Kill this fiend and learn what the man has to say. Go left and run down the overhanging branches. Ignore the flying baddies and climb down the rope. Jump into the passage halfway, go down and walk left.

Now duck when the demon comes towards you and go back on yourself to finish him off. You will next find a giant pushing a spike-covered block, hit him with your mace to kill him. Now use your mace to blast through the ceiling traps and then continue left up the hill. Kill the hovering demon and collect the key he drops. Drop into the pit and jump over the demon. Use the key to unlock the door and walk as slowly as possible to the right, when you reach the two switches, remember what the man who you rescued said.

Go onto the elevator and ride up to the next passageway. When you return, go back down to the two switches again. Move left, climb down the rope, and keep going left until you find a boulder, a metal claw and a set of three switches. Hit the middle one to move the claw left or right, hit the lower switch to adust its height and the upper one to close the claws. Move the boulder so it smashes into the spike. It will leave behind a single piece, which you push onto the see-saw. Climb up the vine and drop down onto it to catapult yourself up to Ishram the Dragon and onto the next strange section of this massive adventure.

Hit the correct switch or the adventure is over and you'll have to restart! What an unforgiving game this is, eh?

Save the poor chap who's under attack from a vicious demon here. You will learn some vital information about switches from him.



The massive, mace-wielding giants that you come across here are pretty hard to defeat without getting hurt yourself.

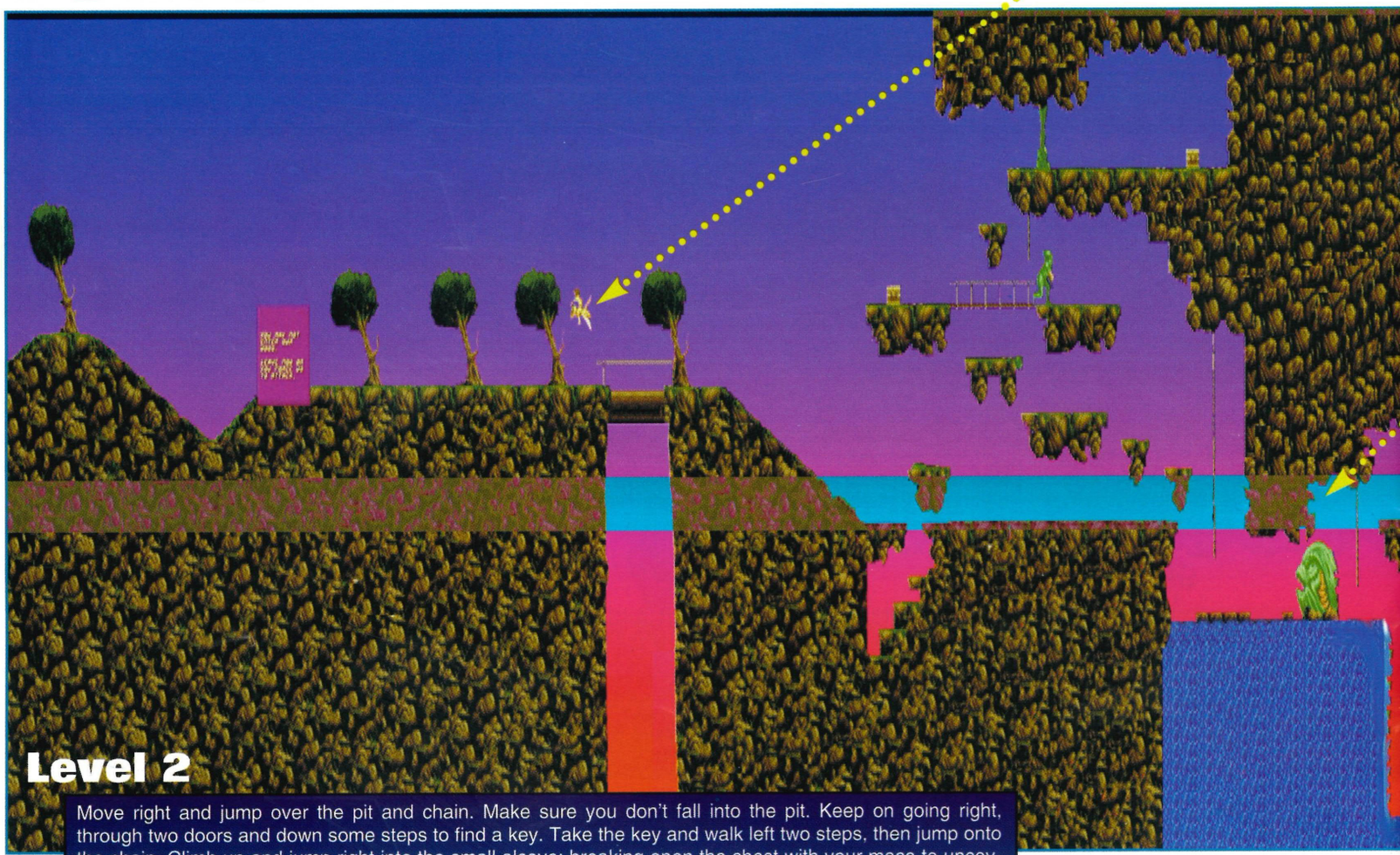
Head this way for Barloom's Castle!

As soon as Barloom opens the gate, you are free to enter.

As you walk through this grove time your movements carefully so that you dodge the bombs that are thrown at you.

FOREST 2

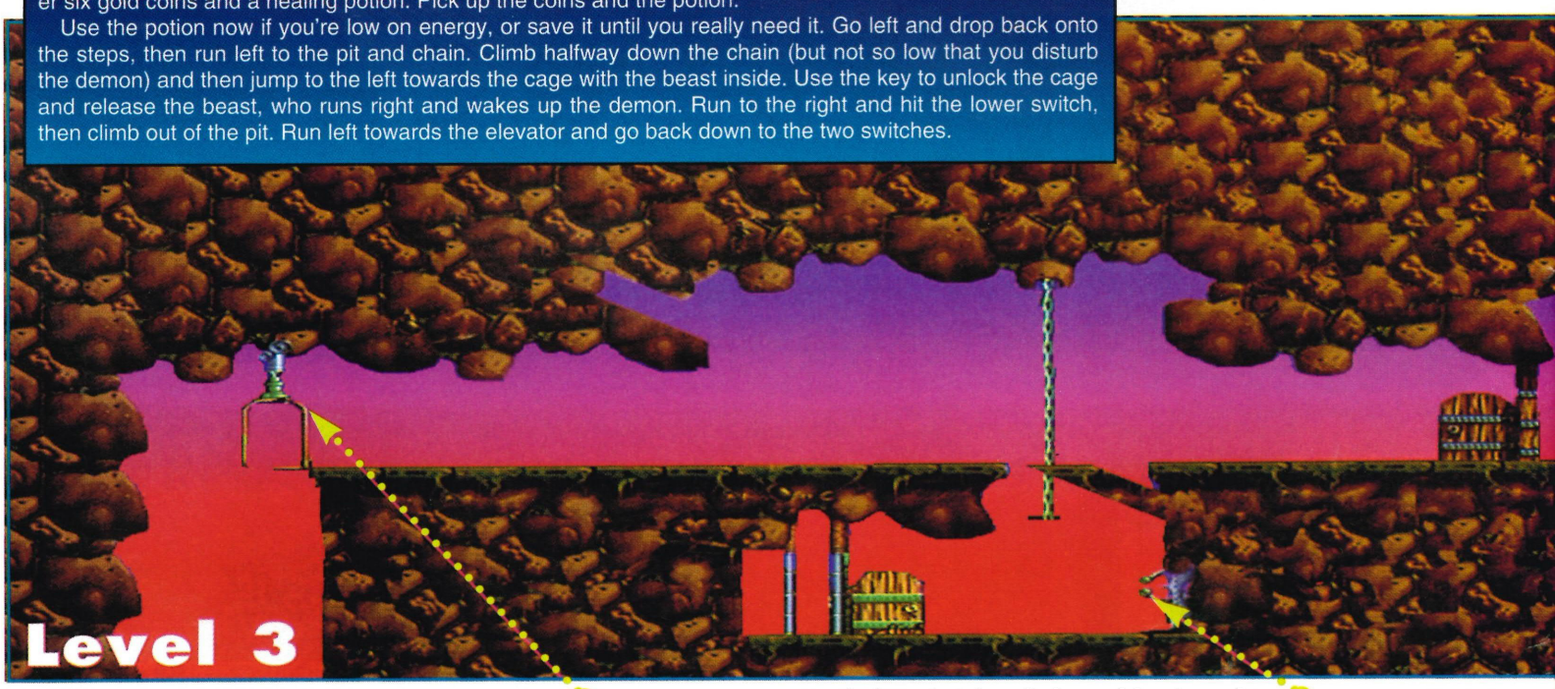
As you will no doubt have noticed at this point, those pesky pygmies can sure defend their homeland! Try not to take too much punishment.



Level 2

Move right and jump over the pit and chain. Make sure you don't fall into the pit. Keep on going right, through two doors and down some steps to find a key. Take the key and walk left two steps, then jump onto the chain. Climb up and jump right into the small alcove; breaking open the chest with your mace to uncover six gold coins and a healing potion. Pick up the coins and the potion.

Use the potion now if you're low on energy, or save it until you really need it. Go left and drop back onto the steps, then run left to the pit and chain. Climb halfway down the chain (but not so low that you disturb the demon) and then jump to the left towards the cage with the beast inside. Use the key to unlock the cage and release the beast, who runs right and wakes up the demon. Run to the right and hit the lower switch, then climb out of the pit. Run left towards the elevator and go back down to the two switches.



Level 3

After you've made your way up here, simply run to the right to find yet another of these tricky puzzles!

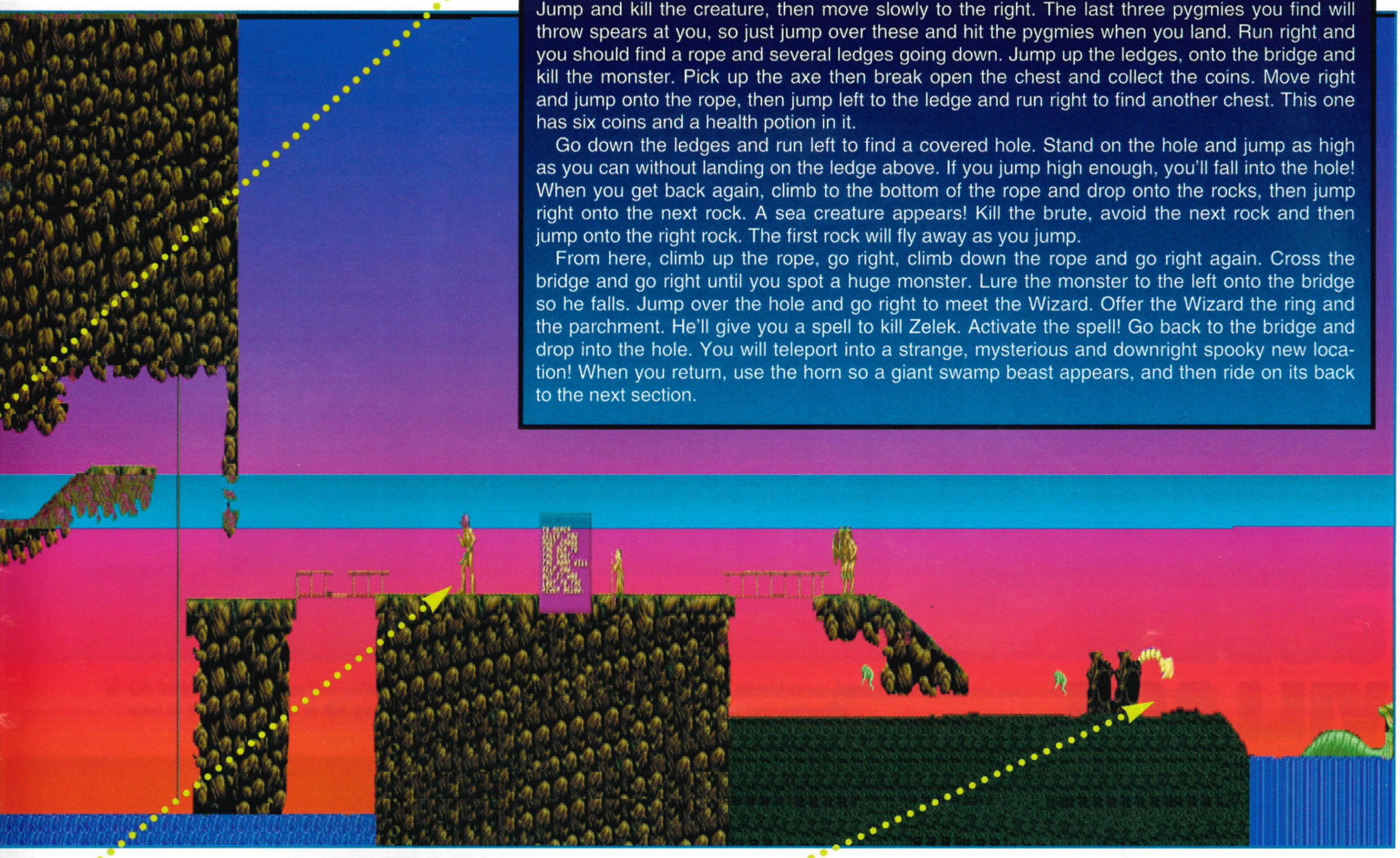
Hit the lower switch to climb out of the pit to safety.

Repeatedly bash this monster to kill it!

Hit the pygmies with your mace and start to run through the woods. Kill all the pygmies that fall through the trees. Keep on going right until you reach a bridge with a flying pygmy on a bug. Jump and kill the creature, then move slowly to the right. The last three pygmies you find will throw spears at you, so just jump over these and hit the pygmies when you land. Run right and you should find a rope and several ledges going down. Jump up the ledges, onto the bridge and kill the monster. Pick up the axe then break open the chest and collect the coins. Move right and jump onto the rope, then jump left to the ledge and run right to find another chest. This one has six coins and a health potion in it.

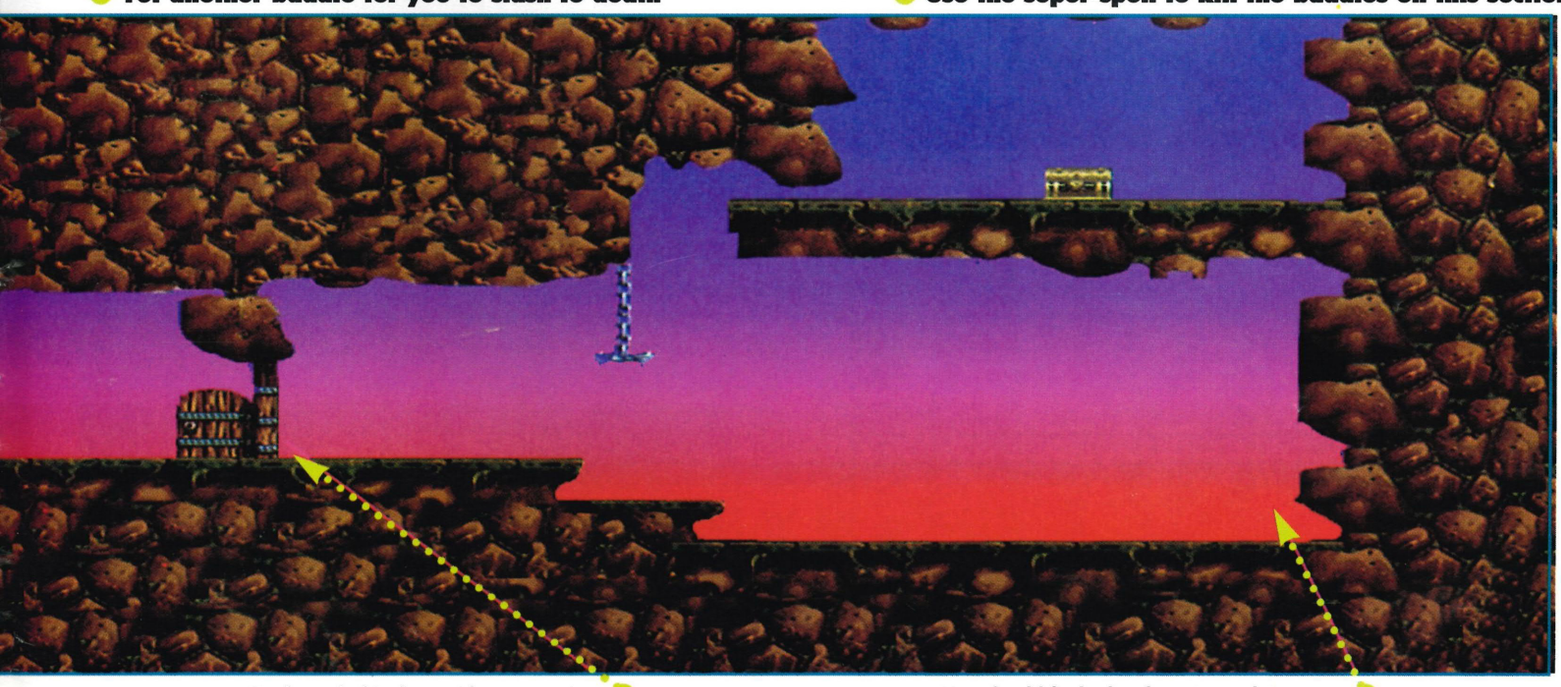
Go down the ledges and run left to find a covered hole. Stand on the hole and jump as high as you can without landing on the ledge above. If you jump high enough, you'll fall into the hole! When you get back again, climb to the bottom of the rope and drop onto the rocks, then jump right onto the next rock. A sea creature appears! Kill the brute, avoid the next rock and then jump onto the right rock. The first rock will fly away as you jump.

From here, climb up the rope, go right, climb down the rope and go right again. Cross the bridge and go right until you spot a huge monster. Lure the monster to the left onto the bridge so he falls. Jump over the hole and go right to meet the Wizard. Offer the Wizard the ring and the parchment. He'll give you a spell to kill Zelek. Activate the spell! Go back to the bridge and drop into the hole. You will teleport into a strange, mysterious and downright spooky new location! When you return, use the horn so a giant swamp beast appears, and then ride on its back to the next section.



Yet another baddie for you to slash to death

Use the super-spell to kill the baddies on this section



Go through this door without worrying about finding a key – it should be unlocked.

You should find a key here to use later on a locked door (funnily enough).

Walk down the steps and jump across the water. You'll be able to destroy the crystals erupting from the depths if you use your mace on them. Keep on going left until you find the snoozing guard and then chase him until he reaches the drawbridge. Switch to your axe weapon and throw them as quickly as possible to kill both the goblins. Now kill the two goblins above you.

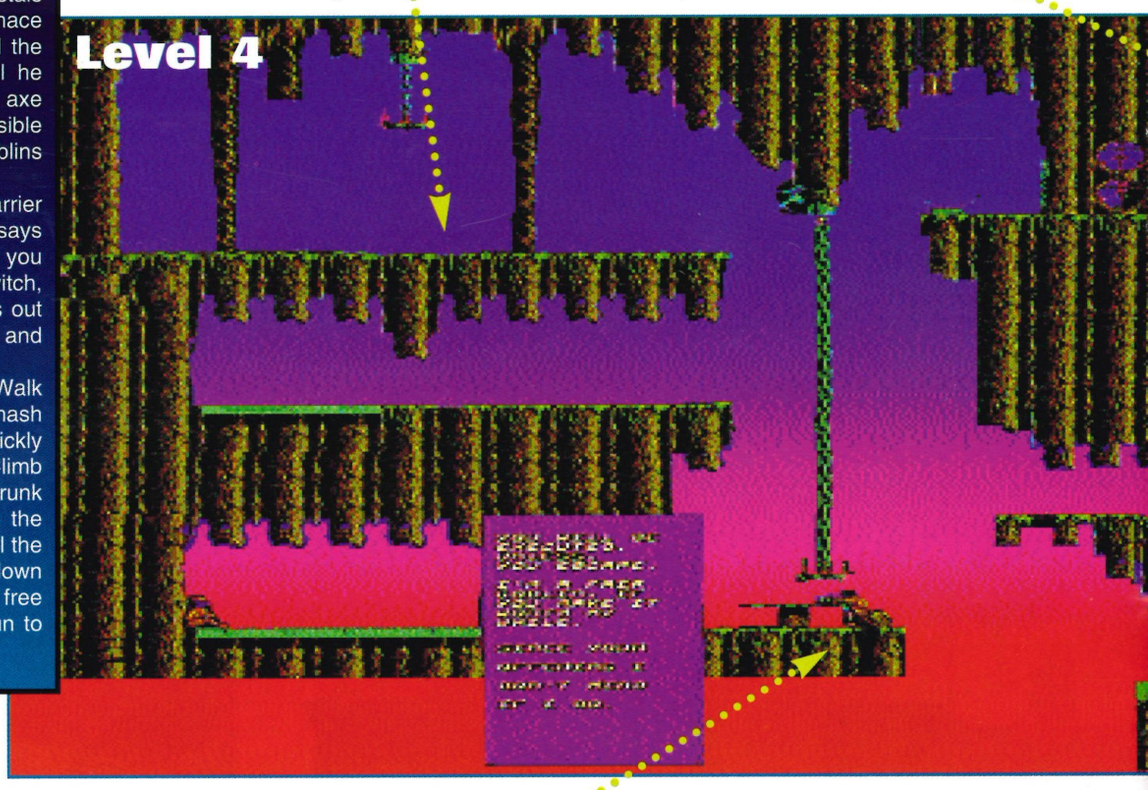
Use your mace to smash through the barrier to the left. Go left and up to a sign that says 'Spikes' - flick the switch. Run left. When you reach the ledge's end, duck and hit the switch, then run back to the right before time runs out and the spikes are re-activated. Go down and then right to get a key.

Now go left until you're taken prisoner. Walk right and offer the guard some ale. Smash through the cell door, run right and quickly climb the rope. Kill the guard at the top. Climb back down the rope and dispose of the drunk guard to collect the key. Jump back onto the rope, climb to the top and then jump left. Kill the two guards and collect the ring. Go back down and use the key to open the cell door and free the prisoner. Unlock the other door and run to the right to complete the level.

GOBLIN VILLAGE

Collect the ring here.

Run through this section as quickly as you can, unless you're a glutton for unnecessary punishment!

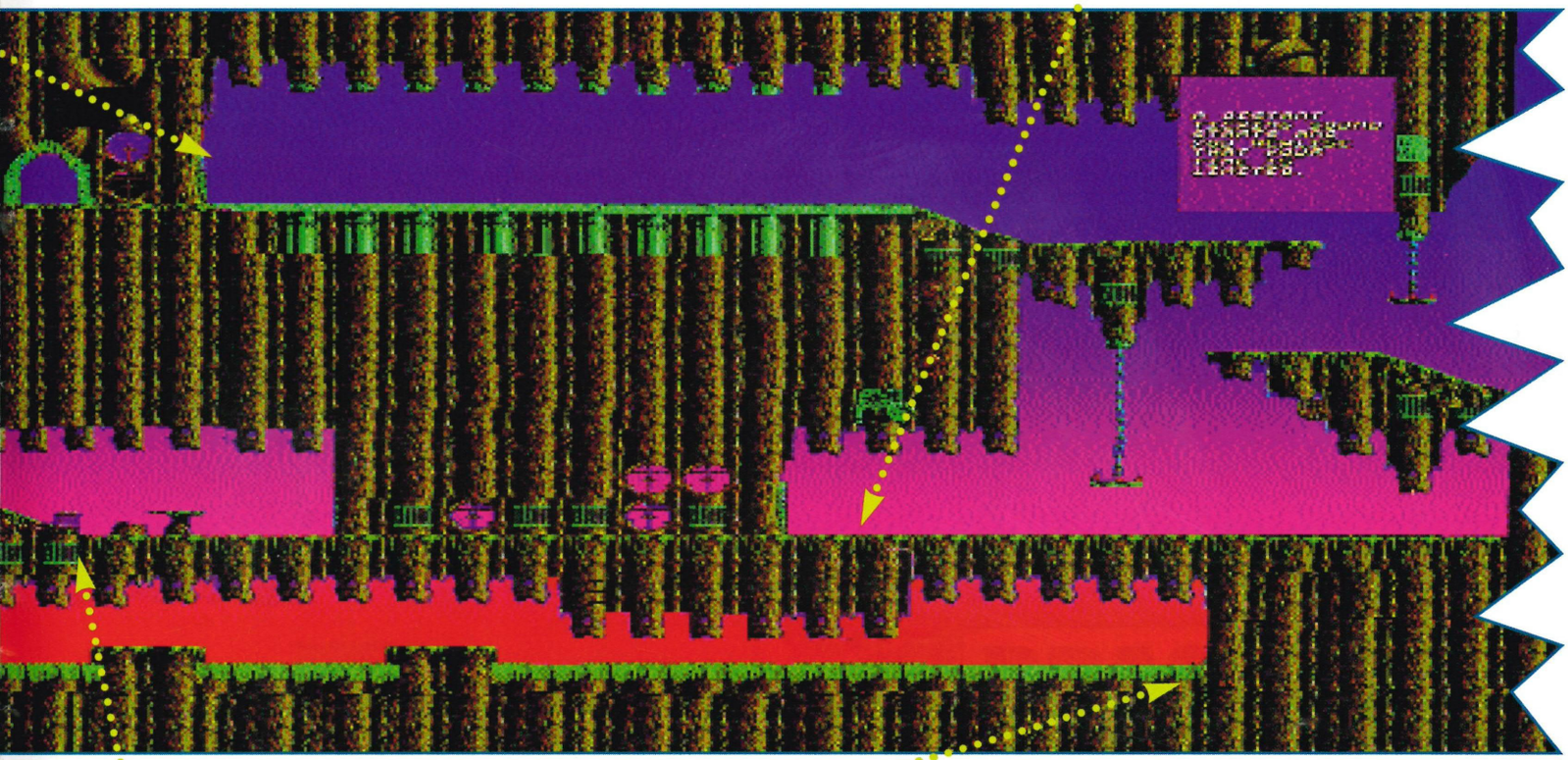


Offer this guard some booze, and he'll be knocked out, allowing you to make good your escape!

Get into a huge fight here, but, whatever you do, eventually you're bound to be captured...

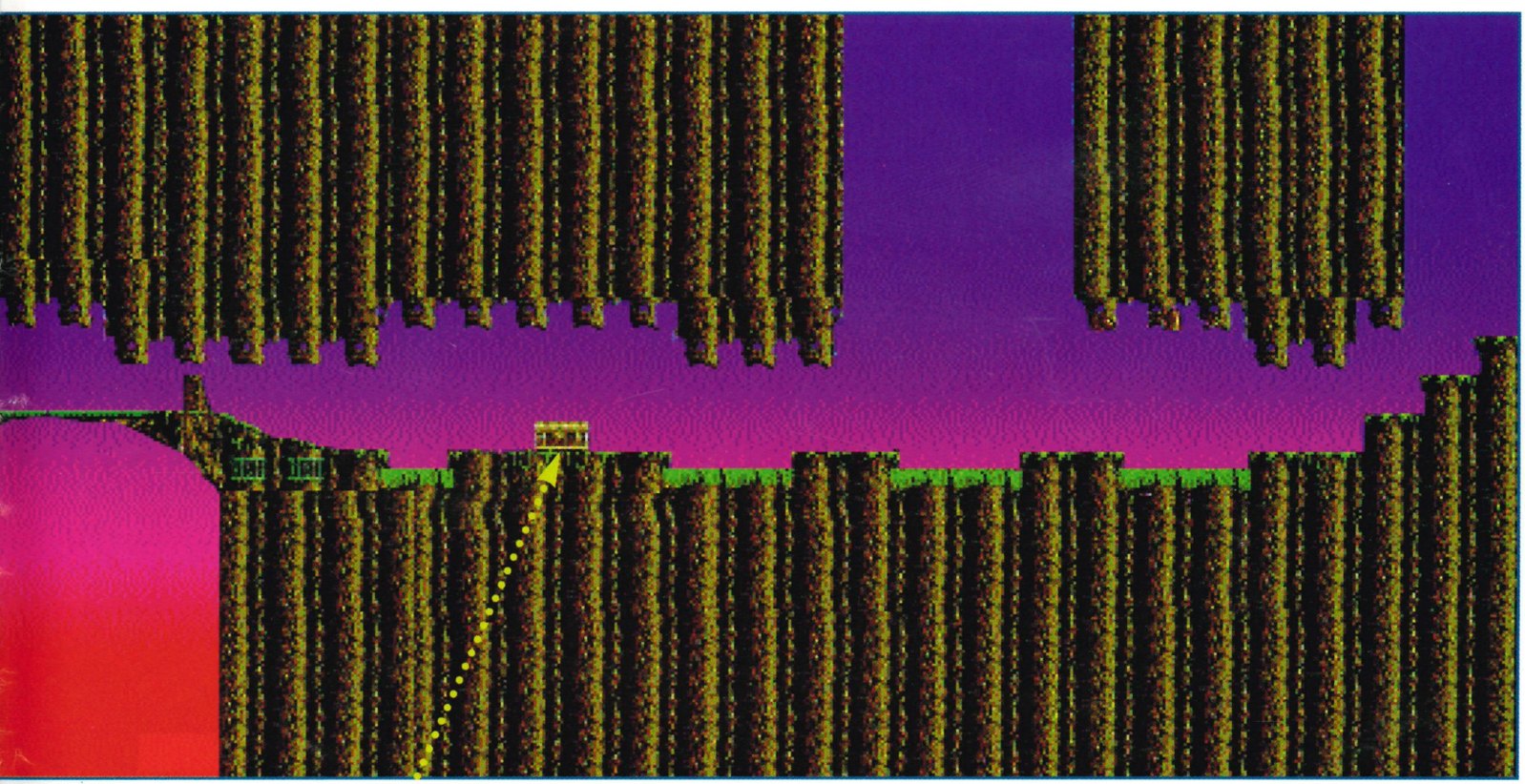
Kill the nasty goblins before they manage to retract the drawbridge and plunge you to your death!

Yipes! You've been taken prisoner by those mean old bad guys! Shame on them.



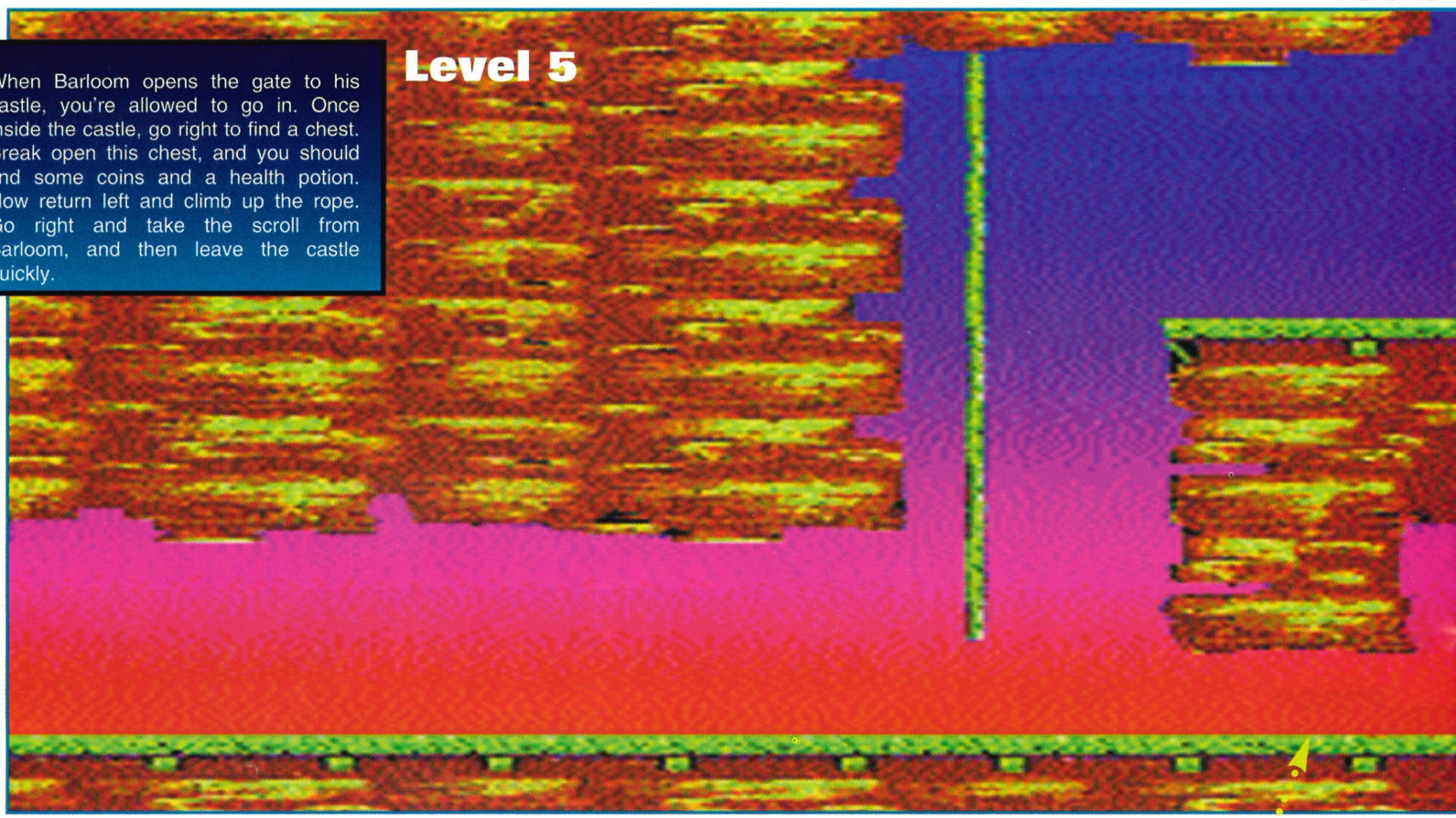
Oh look! This is where you collect the parchment, vital to you're success in the game.

This is a dead end if I've ever seen one, so don't come this way!



Look, a treasure chest! I wonder what it contains (Perhaps you should try telling us! -Ed)?

When Barloom opens the gate to his castle, you're allowed to go in. Once inside the castle, go right to find a chest. Break open this chest, and you should find some coins and a health potion. Now return left and climb up the rope. Go right and take the scroll from Barloom, and then leave the castle quickly.



UNDERWORLD

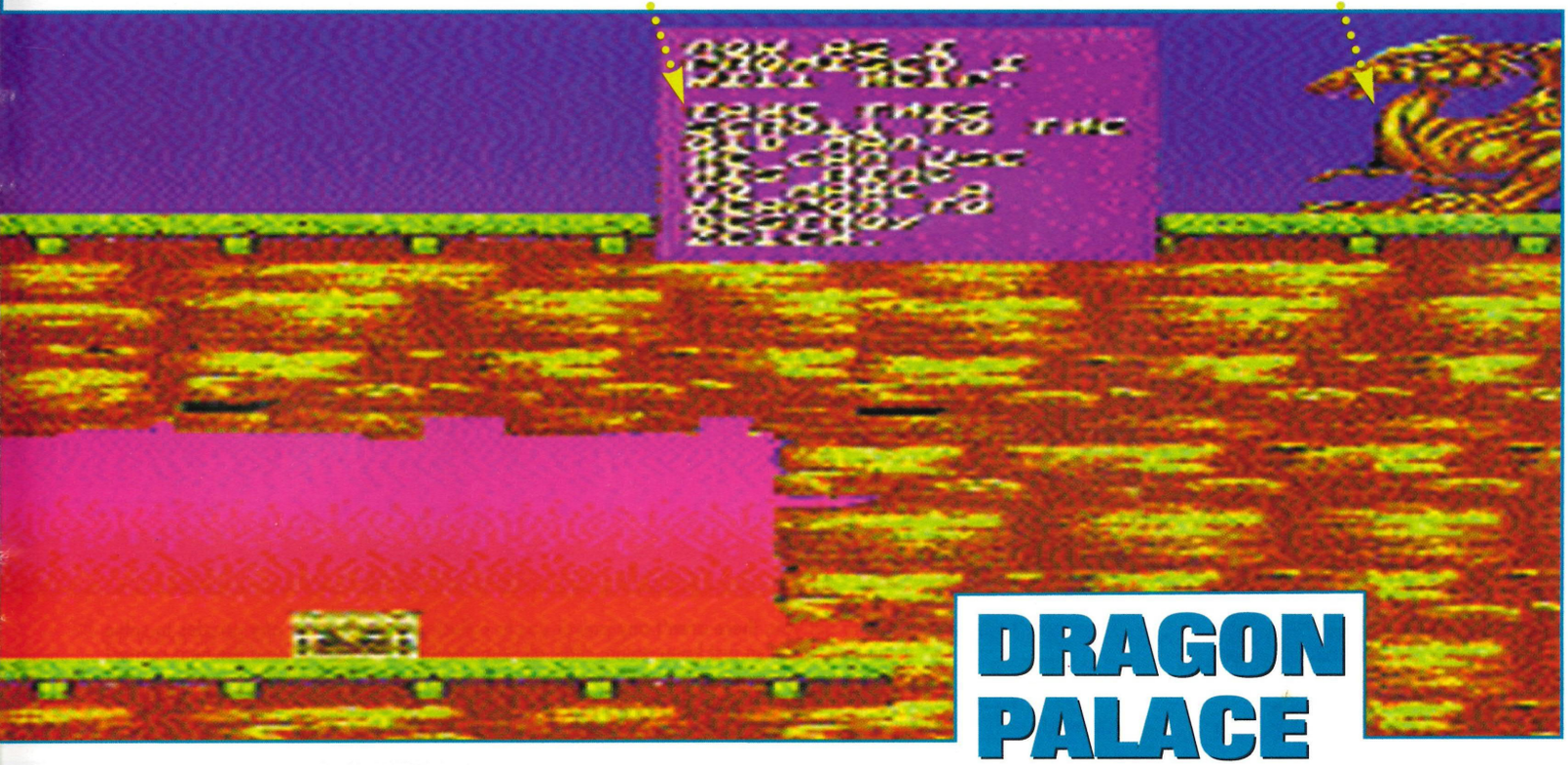
Walk through here to get to a chest and uncover some bonuses.

Leap down here to stick on the right track and continue your awesome quest. If you think it has been hard so far, you ain't seen nothing yet!

Climb down this vine and don't take your time doing it.

Barloom the Dragon is friendly towards you, so no worries at this point in the proceedings.

Barloom offers you a scroll which comes in vital later in the game. So it's a good idea to take his gift.

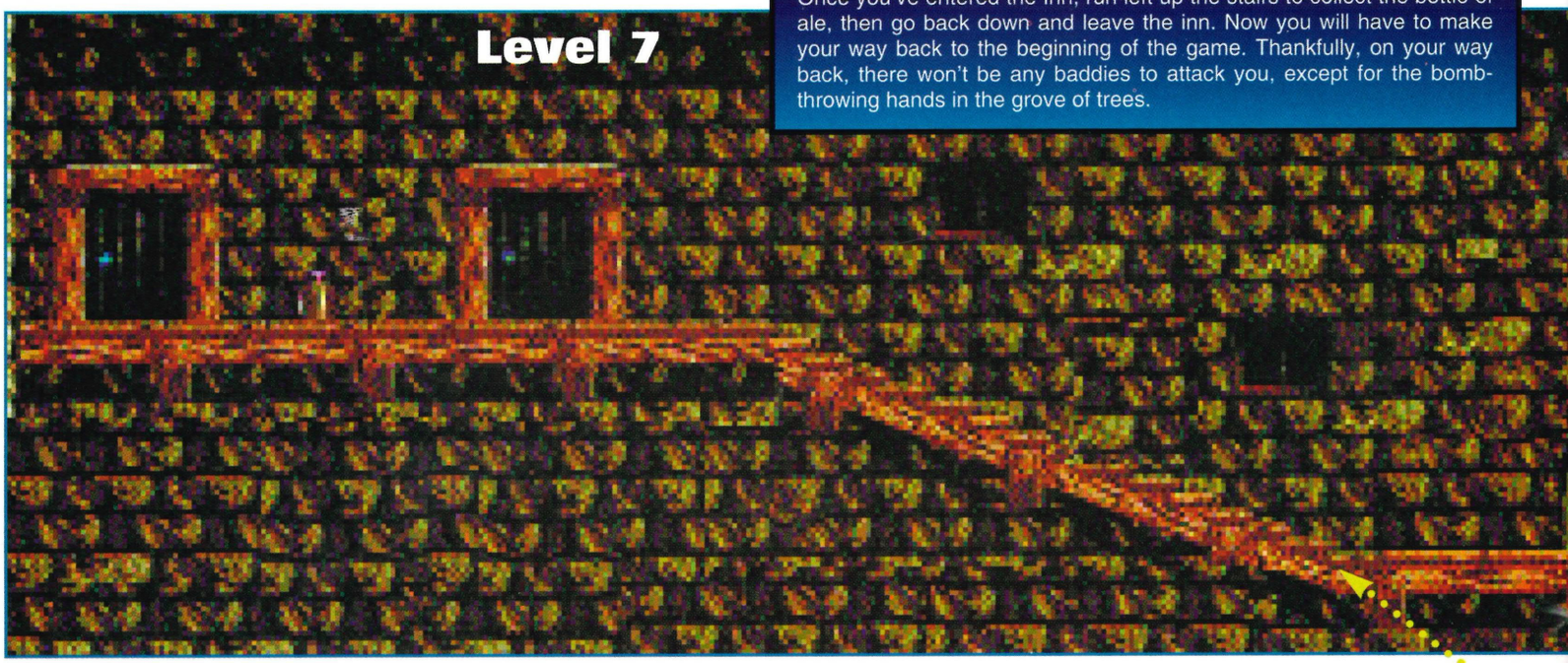


DRAGON PALACE

Pick the horn up here, you will need it later on in the game.

Run right and drop off the cliff, then run left and pick up the health potion. Grab it and run right to the rope. Jump right onto the ledge and pick up the horn, then go back onto the rope again and climb down to the bottom of the level. Jump to the right and keep on going. You will eventually meet up with a giant snail who will offer to take you back for the bargain price of 16 gold coins. Press A to accept this offer and you will appear back next to the old wizard.

INN

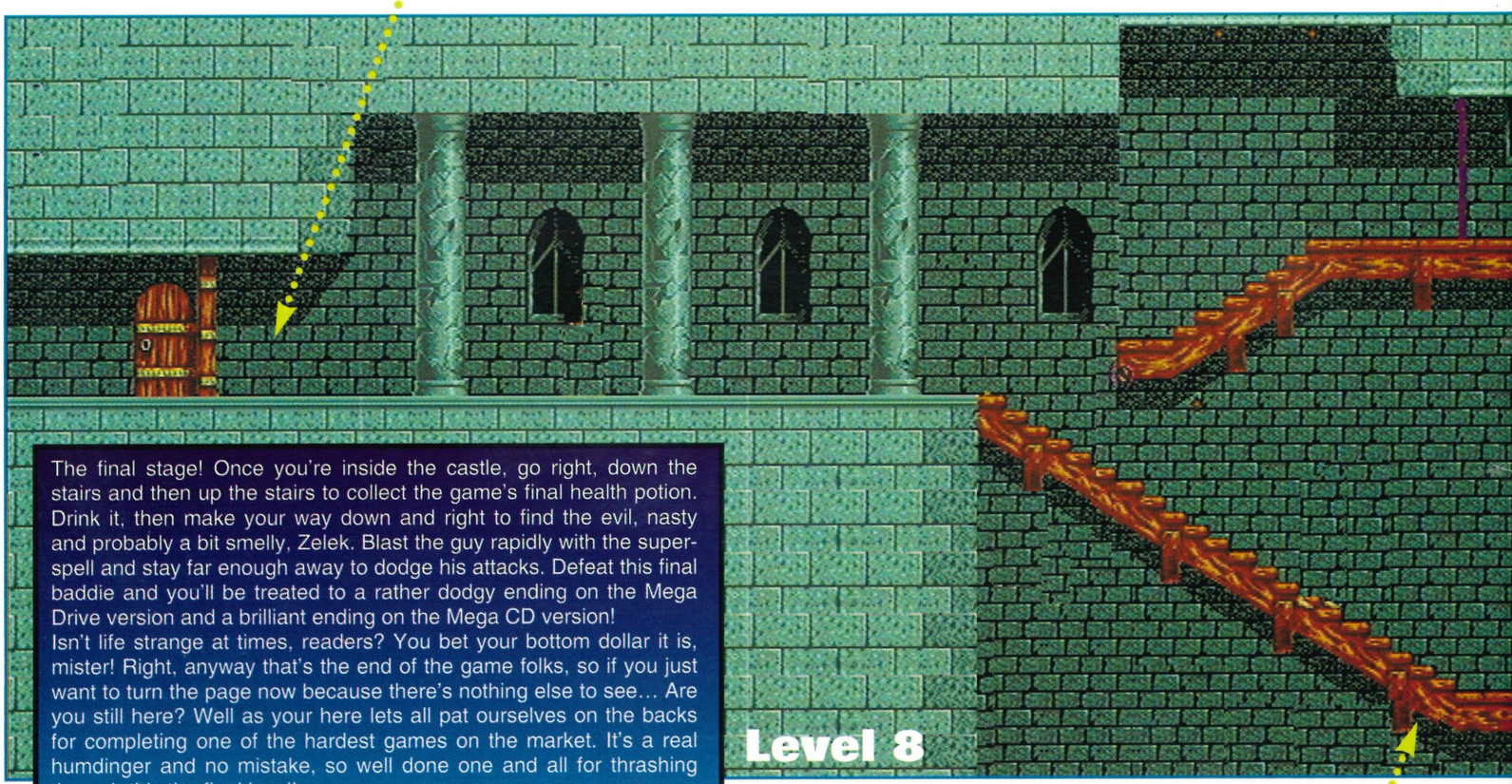


Once you've entered the Inn, run left up the stairs to collect the bottle of ale, then go back down and leave the inn. Now you will have to make your way back to the beginning of the game. Thankfully, on your way back, there won't be any baddies to attack you, except for the bomb-throwing hands in the grove of trees.

THE END CASTLE

There aren't any baddies out to get you, there aren't any power ups to collect and there aren't any puzzles to solve in this section, so just keep going, after all who knows what lurks around the next corner!

With your new super-spell working a treat, nobody can defeat you now!



The final stage! Once you're inside the castle, go right, down the stairs and then up the stairs to collect the game's final health potion. Drink it, then make your way down and right to find the evil, nasty and probably a bit smelly, Zelek. Blast the guy rapidly with the super-spell and stay far enough away to dodge his attacks. Defeat this final baddie and you'll be treated to a rather dodgy ending on the Mega Drive version and a brilliant ending on the Mega CD version!
Isn't life strange at times, readers? You bet your bottom dollar it is, mister! Right, anyway that's the end of the game folks, so if you just want to turn the page now because there's nothing else to see... Are you still here? Well as your here lets all pat ourselves on the backs for completing one of the hardest games on the market. It's a real humdinger and no mistake, so well done one and all for thrashing through this the final level!

Walk down these steps and prepare to meet the final guardian!

Inside the inn, there is no chance of ever getting served - the staff are terrible. Shoddy service, or what? However, while you're there you may as well look for some hidden objects to aid your quest.

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SUMMARY

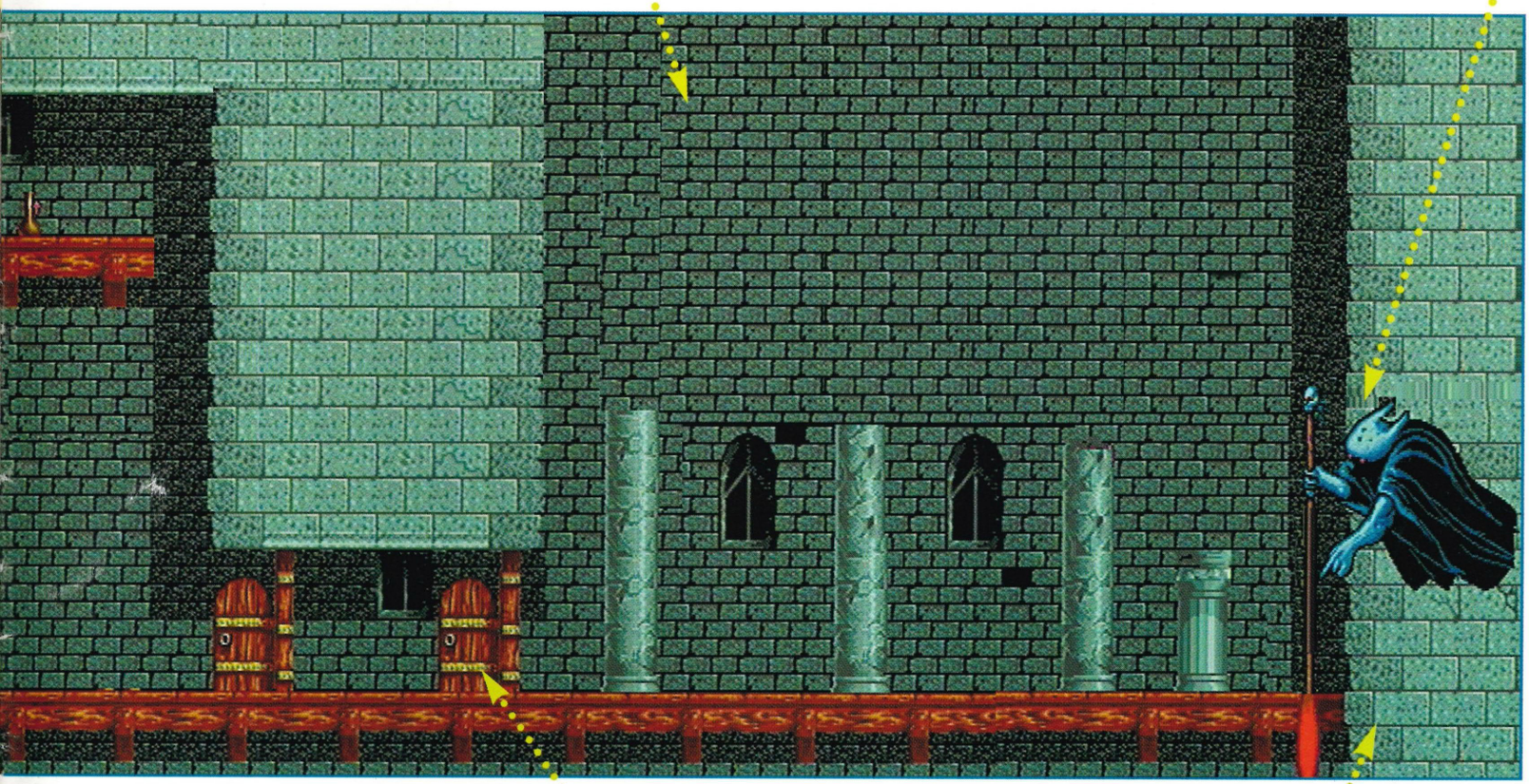
GAME NAME: Shadow of the Beast II
TIME TO COMPLETE: 2 days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: N/A
CHALLENGE RATING: HARD!

Oi! Wake up you dozy barman, I want a pint of pilsner!

For some strange reason, you can't actually get past this section. Weird or what?

Get ready for the guardian! Shoot him with your magic spell to win the game. Remember to dodge his shots, though!

The final guardian! Go on, kill 'im!



These doors should automatically open for you.

To kill this mean opponent all you have to do is continually shoot at him - avoiding his attacks while you do so!

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